

<p>1 <span style="float: right;">Halloween Event</span></p> <p style="text-align: center;"><b>Religious mob</b></p>  <p>Religious extremists have incited the mob against pagan custom. They are now plundering this region. All strangers who have anything to do with magic are burned at the stake (discard). Places that contain a dice table are marked as bewitched and also set on fire.</p>	<p>1 <span style="float: right;">Event</span></p> <p style="text-align: center;"><b>Coven</b></p>  <p>At the witch <u>fire</u> in the "Mystic <u>G l a d e</u>" (Forest) all female strangers and players meet. Everyone throws a dice, adds their Craft and +2 for each Familiar. The player with the highest value becomes the new "White/Black Hag" Master-level-character.</p>	<p>2 <span style="float: right;">Monster-Enemy</span></p> <p style="text-align: center;"><b>Hydra</b></p>  <p style="text-align: center;"><b>Strength 1+</b></p> <p>The Hydra is an annoying opponent. Every time you defeat her, she grows a new head (+1 Strength). She stays here until someone overwhelms her and burns out her body with fire (Torch, Fireball). In this case, discard the Hydra and take +1 Strength.</p>	<p>2 <span style="float: right;">Monster-Enemy</span></p> <p style="text-align: center;"><b>Wolfspider</b></p>  <p style="text-align: center;"><b>Strength 3</b></p> <p>Before you can start the combat with the spider, you have to roll two dices below your Talent score. If you don't succeed this rolls, you will be surprised by her and not be able to use any spells or objects in the fight with the spider.</p>
<p>3 <span style="float: right;">Plant-Enemy</span></p> <p style="text-align: center;"><b>Octopus Stinkhorn</b></p>  <p style="text-align: center;"><b>Craft 4</b></p> <p>The purple mushroom is very popular with witches. It blooms extremely rarely and its spores have a hallucinogenic effect. If you defeat the mushroom, you cannot use it to gain experience, but you will receive a spell instead.</p>	<p>3 <span style="float: right;">Spirit-Enemy</span></p> <p style="text-align: center;"><b>Skeleton</b></p>  <p style="text-align: center;"><b>Craft 3</b></p> <p>The bloody gentleman consists only of sloppy clothes and noble bones. He tries to kill you to get some meat between his teeth. So you have become the victim of a moral mouth robbery.</p>	<p>4 <span style="float: right;">Halloween Stranger</span></p> <p style="text-align: center;"><b>Hunchback Witch</b></p>  <p>The hunchback witch demands a gift of 1 Life or a living Follower/ Familiar. If you reject her friendly request, she curses you (Take a Curse card). If you give her the Witch-hat, -staff or -broom, she will give you +1 Craft, 1 Spell, +1 Live or a Magic brew and leaves the country afterwards (discard).</p>	<p>4 <span style="float: right;">Halloween Stranger</span></p> <p style="text-align: center;"><b>Consul</b></p>  <p>The consul hates the business-damaging Halloween. He calls for a competition: The one who presents him at the end of the Halloween-Event a Spirit trophy with the highest Craft value will be ennobled. If you are already Noble, you will become the new "King's Champion". Place the card on the Town Square until the end of the Halloween-Event.</p>
<p>5 <span style="float: right;">Object</span></p> <p style="text-align: center;"><b>Lantern</b></p>  <p>With the lantern in your hand, you can repeat the dice-roll for your movement in the Dungeon and during the Halloween-Event, but the second throw you have to accept. You get +2 on your total dice rolls in the Mine (Inner Region).</p>	<p>5 <span style="float: right;">Object</span></p> <p style="text-align: center;"><b>Witch-Gold</b></p>  <p>Someone says the leather purse is filled with cat- or witch-gold. Another claims the money comes from the butt of a donkey. You don't care as long as you can pay with it. Take a bag of gold. Who cares about the smell of gold.</p>	<p>5 <span style="float: right;">Object</span></p> <p style="text-align: center;"><b>Goat Skull</b></p>  <p>The skull once belonged to a <u>witch</u> who performed animal rituals with it. If you carry it with you, no Animal-Follower, -Familiar or -Object can be stolen or chased away. In addition, instead of losing Life, you can sacrifice one of your animals and drink its blood. Lay down the animal immediately and lose no life.</p>	<p>5 <span style="float: right;">Magic Object</span></p> <p style="text-align: center;"><b>Witch-Hat</b></p>  <p>This old hat once belonged to a <u>witch</u>. If you wear it (only one headgear is possible at the same time), your Craft will increase by +1. In addition, you can brew a strong brew from a killed plant enemy. Drop the plant-trophy without gaining any experience and take a Mystic Brew card instead.</p>
<p>5 <span style="float: right;">Halloween Follower</span></p> <p style="text-align: center;"><b>Halloween Kids</b></p>  <p>The three children dressed up as witches or ghosts to obtain sweets. But now it has become a little bit too scary for them. If you take them to the Village or City before the Halloween-Event will end, they will grant you a gift (roll a dice): 1.2: Delicious tasting Doughnuts. 3: Old decorative Dragon Bones. 4: A useful Backpack. 5,6: A palatable Magic Brew.</p>	<p>6 <span style="float: right;">Halloween Law-Place</span></p> <p style="text-align: center;"><b>Check Point</b></p>  <p style="text-align: center;"><b>Strength 6</b></p> <p>The guard has set up a check point here. Players with a Warrant or a <u>witch</u> object will be attacked by the guard. If you lose the combat, they will take you to the City for a trial (discard the witch item before the trial starts). But if you win the combat with the Watch, you will receive a Warrant. Nobles can heal here 1 life, if they like.</p>	<p>1 <span style="float: right;">Event</span></p> <p style="text-align: center;"><b>Black Cat</b></p>  <p>A black cat crosses your path. Accept her as a new Familiar immediately. If you already have one Familiar, she kills him instantly. Take the Familiar Card "Black Cat" (also from another player) and discard all other Familiar cards.</p>	<p>5 <span style="float: right;">Object</span></p> <p style="text-align: center;"><b>Spirit-Oil</b></p>  <p>A witcher has lost one of his vials. It is filled with ghost-oil. You can use the oil once to fight Spirit-enemies by using a weapon. The weapon adds its Strength bonuses for a psychic-combat. Remove the oil after use.</p>



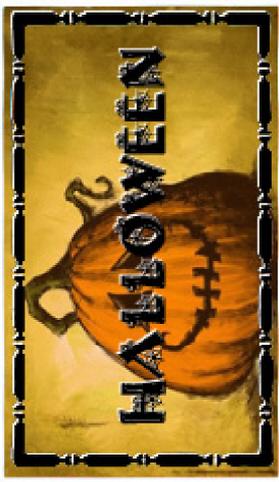
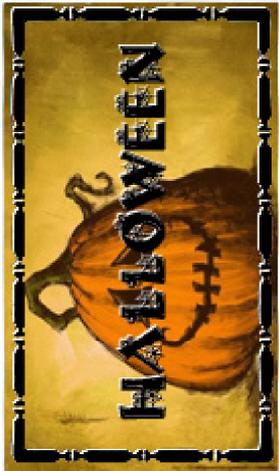
<p>2 Plant-Enemy <b>Pumpkin Tendrils</b></p>  <p><b>Strength 3</b></p> <p>The mischievous pumpkin lantern with its thorny roots has formed a mesh on the ground. If you defeat the animated plant, immediately draw a Dornen-card (ignore any event- or stranger-cards).</p>	<p>1 Event <b>Halloween Ball</b></p>  <p>The Queen organizes a masquerade ball in the castle (City). Every nobleman, Master-Level-Character and every male player, who pays 1 Gold registration fee, is invited. At the end, each male character rolls a dice and adds their starting Craft score. The winner will be the new Royak Herald (Master-Level-Character). In the event of a tie, both receive only one Mystic Brew.</p>	<p>2 Animal-Enemy <b>Carcass Rats</b></p>  <p><b>Strength 2+</b></p> <p>These rats feed on the countless corpse meat. Their population depends on the number of carcasses in their region. For each carcass, their combat strength increases by one. If the rats are slain, the rat carcass will be resurrected with Craft 2 again as a Spirit enemy. Only when this awakened rats are also been defeated, you can use the trophy to gain experience.</p>	<p>2 Animal-Enemy <b>Bat</b></p>  <p><b>Strength 2</b></p> <p>A bat with a wingspan of 1 1/2 meters flies hunting through the pitch-black night in search of a victim. If you do not have a light source (such as torch, lantern, flame sword, fire arrow, holy candle or prism), you have to deduct 2 points from your dice roll in battle, but your score can never fall below 1.</p>
<p>3 Halloween Spirit-Enemy <b>Myconid-Carcass</b></p>  <p><b>Craft 6+</b></p> <p>Someone disturbed the dead myconid in his decay process. He does not attack players with a torch and receives +1 Craft per plant-enemy or -location in your region.</p>	<p>3 Spirit-Enemy <b>Skeletonhorde</b></p>  <p><b>Craft 3 (multi)</b></p> <p>A rattle man is quite fun for Halloween, but who woke up the whole horde. Fight the skeletons in 3 separate combats. If you don't win all combats, new skeletons will rise from the graves and you will have to fight one more next time.</p>	<p>4 Halloween Stranger <b>Marzanna</b></p>  <p>The one-eyed chief witch Marzanna makes fun of bewitching every player in the land. Each victim draws a spell card and applies it to themselves. If the spell is location-region-bound, it only affects the field on which the player stands. If it refers to one or more people, it only affects the player. Laughing loudly, she rides on her broom to the discard pile.</p>	<p>4 Halloween Stranger <b>Canon</b></p>  <p>The church wants to end the pagan hustle and bustle of Halloween. That's the reason why it sent the Canon to the chapel. Every player who shows him a ghost trophy will receive a Blessing. If you give him a witch object, he appoints you as the new Knight-Templar and her will leave the chapel (shelf). Take the Templar Master-Level-Character.</p>
<p>5 Object <b>Vampire Teeth</b></p>  <p>The bloody vampire teeth still have the strength for a bite. You can suck out the blood of a living stranger after biting him. Instantly heal all lost lives. If the stranger trades in magic or possesses magical powers (such as goblin, mage, arhendin, witch...) get also +1 Craft. Discard the teeth and the bloodless stranger after use.</p>	<p>5 Plant-Object <b>Witch Herbs</b></p>  <p>A witch has hung up her collected herbs to dry. You can take them with you and brew them as tea at the beginning of a turn. Throw one dice: 1 Soothing, miss one turn. 2-3 Healing, miss one turn and +1 Life 4-5 Soothing, heal two lives. 6 Unknown effect, take a Mystic-Brew card.</p>	<p>5 Magic Object <b>Witch Broom</b></p>  <p>The witch's broom still has three magical charges. Instead of rolling a dice for movement, you can ride to the Black Tower, the Graveyard or the "Mystic Glade" (forest). You can only take one follower with you on the broom. All remaining followers and flightless animals remain on the space where you climbed the witch's broom.</p>	<p>5 Magic Object <b>Witch Staff</b></p>  <p>The staff once belonged to a witch. If you sacrifice a living follower or one of your own lives with the staff, you will receive a spell. You can also exchange the staff by the mystic, the hermit, the enchantress, the herb-woman or the witch student for an additional Familiar of your choice or alternative +1 Craft.</p>
<p>5 Follower <b>Witcher</b></p>  <p>For a salary of 1 gold you can recruit the white-haired witcher. But if you attack a wizard or a dragon-enemy, he will leave you. He increases your combat-score: Against a person-enemy +1 Against an undead (spirit-enemy) +2 Against a monster-enemy +2 Against a plant/ animal-enemy +0 Against a dragon-enemy leave</p>	<p>6 Halloween Place <b>Cauldrons</b></p>  <p>A witch has stirred a decoction and let it simmer here. You can taste the foul-smelling brew (roll a dice): 1 Flatulence, one follower will leave 2 Filling, miss one turn. 3 Soothing, heal one life 4-5 Take a Magic Brew 6 Take a Spell-card</p>	<p>4 Halloween Stranger <b>Surprise Package</b></p>  <p>The village junker wants to sell his goods here in several surprise packages for 1 gold bag each. Roll two dices after payment: 2 Pistol 3 Dog (choice) 4 Tornister 5 Torch 6 Doughnuts 7 Plunder (worthless) 8 Water bottle 9 Healing bandage 10 Short bow 11 Magic Brew 12 Scroll with 2 Spells.</p>	<p>4 Halloween Place <b>Baba Jaga's Hut</b></p>  <p>The walking hut of the witch Baba Jaga feels alone and invites you to enter. Roll a dice: 1 Jump with you one field to the right. 2 Jump with you one field to the left. 3 Jump with you across the river. 4 The door leads into the Black Tower. 5 Jump with you into the Warp Gate. 6 Free teleport in the region.</p>



<p>5 Object</p> <p><b>Backpack</b></p>  <p>The Tornister is a sturdy backpack that can hold up to three items. With the Tornister you can enter any board (Dungeon, Timescape, Black Tower, Palace of the Warlock ...). However, if the Tornister is stolen from you, you will also lose all the items in it.</p>	<p>5 Object</p> <p><b>Backpack</b></p>  <p>The Tornister is a fur backpack that can hold up to three items. With the Tornister you can enter any board (Dungeon, Timescape, Black Tower, Palace of the Warlock ...). However, if the Tornister is stolen from you, you will also lose all the items in it.</p>	<p>5 Object</p> <p><b>Gun</b></p>  <p>The old gun is loaded with 4 bullets of ammunition and increases your combat Strength +2 for four separate combats. However, the powder is may be soaked by water. Roll a die for each shot: On a die roll of 1 the gun misfires. If you use the gun, you cannot use an other weapon.</p>	<p>2 Animal-Enemy</p> <p><b>Bat Swarm</b></p>  <p><b>Strength 1d6</b></p> <p>A swarm of blood bats attacks you. His fighting power will be determined by a dice roll. If the swarm becomes a follower or counting for experience, its combat value is always only 1.</p>
<p>4 WAR-Stranger</p> <p><b>Demon Summoner</b></p>  <p>The evil magician is an agent of the Usurpator who has become bored. Every time a player visits him, he summons the top enemy card from the Timescape deck. If you pass the fight, it will give you a spell. If the monster survives, it kills the Agent and stays here until it is defeated.</p>	<p>3 Halloween Spirit-Enemy</p> <p><b>Goat Carcass</b></p>  <p><b>Craft 3</b></p> <p>This goat has tasted the flesh of smelly carcasses and transformed. He attacks every player who enters his space. Roll the dice after the fight for each animal in your party. 1: He has become infected and becomes a carcass with Craft 2 which you have to fight.</p>	<p>3 Halloween Spirit-Enemy</p> <p><b>Priest Carcass</b></p>  <p><b>Craft 4</b></p> <p>The priest was one of the first who went out to fight against the plague of the dead. He was not successful and got infected. Now he attacks every player who enters his space. Roll the dice after battle for each follower. 1: He has become infected and becomes a carcass with Craft 2 which you have to fight.</p>	<p>3 Halloween Spirit-Enemy</p> <p><b>Chicken Carcass</b></p>  <p><b>Craft 2</b></p> <p>If you kill the infected chicken, a new carcass hatches from it's clutch. Take the last killed animal enemy from the discard pile and rate it as a carcass (Strength = Craft). In the egg there is also 1 stinking gold bag.</p>
<p>1 Event</p> <p><b>Holy Convent</b></p>  <p>The Church elects its new head. Any player can immediately travel to the Chapel and participate in the election. He rolls 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" alternating character.</p>	<p>1 Event</p> <p><b>Happy Halloween!</b></p>  <p>It's the night of Halloween! The children move from house to house to beg for sweets. Only this time the evil stirs in the dark and the dead awaken from their sleep! The "Halloween Event" starts. For each player, draw 5 Halloween cards that make up the Halloween deck.</p>	<p>1 Event</p> <p><b>Happy Halloween!</b></p>  <p>It's the night of Halloween! The children move from house to house to beg for sweets. Only this time the evil stirs in the dark and the dead awaken from their sleep! The "Halloween Event" starts. For each player, draw 5 Halloween cards that make up the Halloween deck.</p>	<p>5 Object</p> <p><b>Dismissal</b></p>  <p>This certified parchment contains evidence of impeachment. If you bring this evidence to the castle, noble square or give it to a law card, you can determine which player should lose his Master-Level-Character or nobility. For this you will become a Royal Agent. Take the Master-level-Character "Secret Police".</p>
<p>3 Halloween Spirit-Enemy</p> <p><b>Sheet Ghost</b></p>  <p><b>Craft 3</b></p> <p>Is this a ghost or just a child under a sheet? Depending on your alignment, you will get a malus on your combat score. Good: -2 Neutral: -1 Evil: -0 (no malus, unscrupulous) You combat score cannot fall below 1.</p>	<p>3 Halloween Magic Brew</p> <p><b>Hobgoblin</b></p>  <p>While enjoying the sweet witch brew, you notice that Halloween, the night of the dead, has begun. It starts the "Halloween Event" (see rules). You can use the power of the Magic Brew to reroll any dice roll during the Halloween event. Discard the Brew after use or aat the end of the "Night of the Dead"!</p>	<p>3 Familiar</p> <p><b>Black Cat</b></p>  <p>The cat belonged to a witch. The Familiar is now connected with you. It cannot be stolen or killed. It increases your Craft +1. You can sacrifice the familiar to end a curse or a toad curse immediately. You can also sacrifice it to get a Talisman from the warlock immediately.</p>	<p>1 Halloween Event</p> <p><b>Los Dias de Muertos</b></p>  <p>In the City and in the Village the feast of the dead "Los Dias de Muertos" is celebrated. During that festival, the city law is suspended. You can pass the gates freely and draw Halloween-instead of City-cards. The rules of the Halloween event apply. The feast of the dead ends as soon as all players left the City- and the Village-Board. All cards on these boards are discarded.</p>

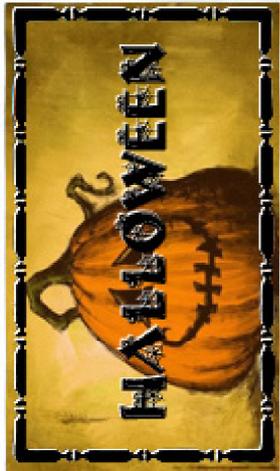
**CITY**

**ADVENTURE**



**Familiar**

**ADVENTURE**



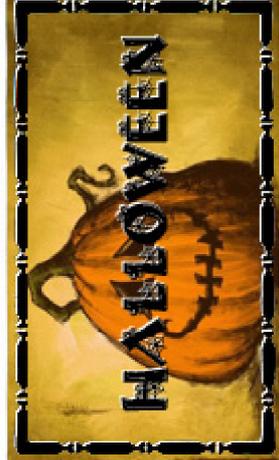
**PURCHASE**

**MYSTIC BREW**

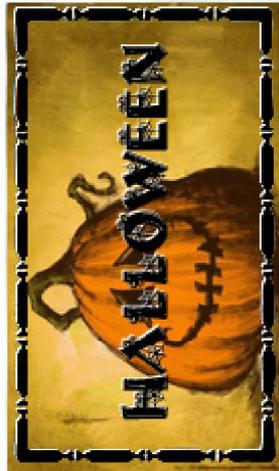
**ADVENTURE**



**PURCHASE**



**ADVENTURE**



**PURCHASE**

**Archbishop**

Alignment: Good  
Start: High Temple (City)  
*Special Abilities:*

1. Retain all Craft, Strength, Lives, Gold, Followers and Objects.
2. You can't be a victim of a Curse.
3. You can't change your alignment.
4. If you enter the High Temple, Chapel, Temple or Shrine you can't roll a dice. You will be healed to your starting quota and get a Blessing card.
5. You can hold the same number of Blessing cards as you can hold Spells.
6. You automatically destroy any Spirit-Enemy Cards without resort to Combat.
7. You can pass through the City Gates free of charge.
8. You can add one to your dice roll in the Royal Castle, Noble Squire (Village) or Donjon.
9. You lose this Master-Level-Character when the „Night of Tiamat“ Event starts.



**OBJECTS**      **FOLLOWERS**

Magic Brew



The Church elects a new archbishop. Any good player can immediately jump into the High Temple (city) and participate in the election. He throws a dice, adds his Craft, +1 for each spell and blessing card and -1 for each Familiar. The player with the highest value draws the "Archbishop" Master-Level-Character.



**White/ Black Hag**

Alignment: Any  
Start: Forrest  
*Special Abilities:*

1. Retain all Craft, Strength, Lives, Gold, Followers and Objects.
2. You can't be a victim of a Curse.
3. If you are Good you will be a White Hag. White Hags can heal 1 life instead of making movement and miss the whole turn.
4. If you are Evil you will be a Black Hag. When you attack another Player, you may choose to make a Combat Psychic. If you win you can take a Life, Object, Follower, Familiar or give him a Curse-card.
5. Neutral Characters have to choose to be White or Black Hag (can't change later).
5. If you have a Familiar you always have a Spell. Draw one Spell card at the end of your turn if you do not have one.
6. If you encounter the Hag, Sea Hag or Humpy Hag you can take them as a Follower. They will add +1 to your Craft.



**OBJECTS**      **FOLLOWERS**

Magic Brew



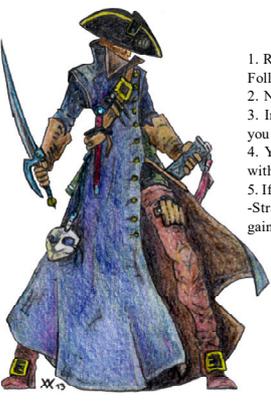
While enjoying the Brocken-Bräu you transform into an old Vettel. All female players, who still have a Familiar, and you (of course) meet on the "Mystic Glade" (forrest) for the witches' sabbath. There they appoint you as their witch sister. Take the "White/Black Hag" Master-Level-Character.



**Secret Police**

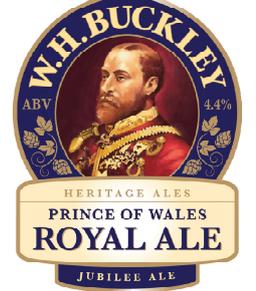
Alignment: Any  
Start: City Gate (City)  
*Special Abilities:*

1. Retain all Craft, Strength, Lives, Gold, Followers and Objects.
2. No Warrant can be issued against you.
3. Instead of attacking another Character you may issue him with a Warrant.
4. You may pass through the City Gates without penalty.
5. If you encounter a Dragon-Cultist-Place, -Stranger or -Object you may discard it and gain a reward of 2 Gold. You gain a reward of 3 Gold for a Dragon-Cultist Magic Object.
6. If you bring Dragon or Dragon-Cultist trophies to the City Gate, Castle or Village you will receive their combat value in Gold. You cannot use them for gaining experience.
7. Discard this Character if you become a „Believer of the Dragon“.



**OBJECTS**      **FOLLOWERS**

Magic Brew



The dark beer makes you feel the inner desire to do something good for the royal family. You join the secret police as a royal agent. Take the alternating character "Secret Police".



1      Event  
**Witch Circle**



A group of witches has created a wild gate in the mushroom circle. Each player has to draw two cards from different decks (such as City, Dornen, Dungeon, Black Tower, Mountain, Timescape ...) and shuffle them into the Halloween stack. Unfortunately, Treasure-, Mystic Brew-, Purchase or Spell- cards cannot be selected.

3      Halloween Spirit-Enemy  
**Wolf Carcass**



**Craft 3**

Someone has already slain the wolf, but his dead, smelly corpse has revived on Halloween. In the fight against the dead wolf, none of your followers will help you, as they vomit because of the stench or wriggle in cramps on the ground.

3      Halloween Spirit-Enemy  
**Ogre-Mage**



**Craft 6**

The female ill-tempered, magical giant has been lured by the witches out of her cave. If you still have your Familiar, she will give you a spell or a magic brew for him. If you no longer own it or do not want to give it away, you have to fight with the ogre mage.

3      Spirit-Enemy  
**Jack o' Fire**



**Craft 4**

A busy Halloween pumpkin lantern haunts this area. It will haunt everyone who enters this space. If you kill the burning spirit in the pumpkin, you can take the trophy without gaining experience and take a torch purchase-card instead.



MYSTIC BREW

CHARACTER



MYSTIC BREW

CHARACTER



MYSTIC BREW

CHARACTER

