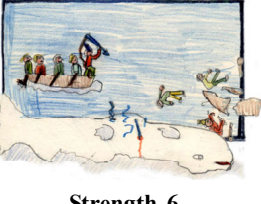
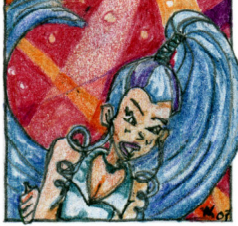
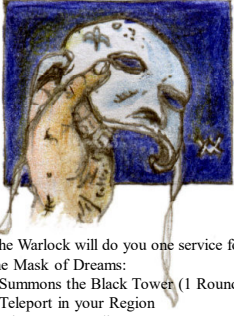
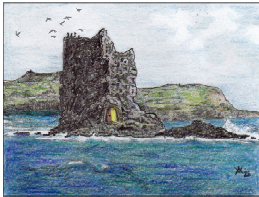


6 Place Pyramids  The Cheops tomb and its treasures has been found. Place this card on one of the Desert spaces. The first player to reach that space have to draw one Pyramid card. If he overcomes any Enemy or Trap he can take 3 Gold, one Spell or a Talisman. Once the tomb has been plundered, it lapses into the discard pile.	4 Stranger Hannibal  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.	5 Follower Pirate  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 once 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.	1 Event Knights of the Cross  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.
5 Follower Napoleon  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.	5 Follower Scientist  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.	2 Monster-Enemy Orka  Strength 6 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.	5 Follower Woodsman  Lederstrumpf, the well known Woodsman, 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.
1 Event Fall of the King  The High Court has overthrown the senile King. Due to the chaos in the streets you have to draw Anarchy instead of City cards. The Sheriff and the Kings Champion must discard their Master Level Character. The reign of the Judge will end when a child of the King enters the City or Castle or by drawing the Events Night of Tiamat, Succession or Royal Army.	1 Event Holy Night  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.	6 Place Grave  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	4 Stranger Earl Zeppelin  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).
1 Event Ups, time goes on ..  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.	1 Event Fury  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.	4 Stranger Ice Queen  „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 & lose 1 turn 6. Real Love; take a cold Talisman	1 Stranger Foreign Visitor  Foreign Visitors have entered the land through a gate. Draw one Timescape card. If you draw a Dimensional Rift you will teleported to the Warp Gate (Timescape). Animal Objects or Followers are lost in space (discard).

1 Event Monodrone  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.	1 Law-Event Stormtroopers  Strength 8 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.	2 Monster-Enemy Hell-Larva  Strength 3 A hungry larva has escaped from the stock of a night-hag. It will remain until killed.	2 Monster-Enemy Xorn  Strength 5 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.
3 Spirit-Enemy Lower Demons  Craft 5 (each) 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.	4 Stranger Phoenix  Fire is all over the sky. The Phoenix comes down and catches your character. It then drops you 1- at the Crag, 2- at the Ruins, 3- at the Oasis; 4- at the Plain of Peril; 5- at the Black Tower; 6- in the Realm of Chaos.	4 Stranger Modrons  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 an technical Object will be caught and carried off to the Sentinel Outpost in Timescape. After finding one victim, they will be never seen again.	5 Follower Caveman  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.
5 Object Wallet  Somebody has lost his Wallet. You can ignore it, deliver it to the City Guard or use it yourself. If you take the third choice, exchange the Wallet for 1 Gold.	5 Object Familiar-Amulet  This Amulet can be only used with a Familiar. Your mental relationship has become deeper. Place this card under your Familiar. The Familiar will increase you Craft by 1. The Mystic (Village) and the Magic Emporium (City) will give you 2 Gold for this Amulet.	5 Magic Object Scarab  The "Scarab of Furious Enemies" leads two Enemies to attack each other instead of combining their Strength. Only the winning Enemy will fight you.	5 Magic Object Scarab  The "Scarab of Furious Enemies" leads two Enemies to attack each other instead of combining their Strength. Only the winning Enemy will fight you.
5 Magic Object Mask of Dreams  The Warlock will do you one service for the Mask of Dreams: - Summons the Black Tower (1 Round) - Teleport in your Region - Gives you a Talisman - Opens a Warp Gate (Timescape) - Opens a gateway in an other world (only in tournament)	6 Place Lighthouse  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.	4 Stranger Ferryman  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.	4 Stranger Blind Ferryman  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.

1 Ereignis Black Tower  The Black Tower appears on the banks of the Storm River. It remains on this space for one full round of turns. Any character who lands on this space may enter the tower and must place their figure on the 'Entrance/Exit' of the Tower Board. At the end of the round, the tower vanishes just as mysteriously as it appeared (place on the Discard Pile).	1 Event Possession  While studying an ancient scroll, an evil demonic spirit invades and takes control of your body. Take the 'Demonic Spirit' alternative character card. From now on, you are possessed by the demon.	2 Plant-Enemy Mossman  Strength 3 Shepherds call this creature the Mossman. It consists of damp leaves, deadwood, and moss. It avoids characters carrying a Torch, but attempts to overpower all others. If you lose the combat, you lose 1 Life and are dragged to the Dense Forest in the Woods Realm.	2 Plant-Enemy Scythe Tree  Strength 4 If you defeat it, you may attempt to salvage one of its blades. Roll one die: 1: Cut – lose 1 Life. 2-3: Stuck too deep – no success. 4-5: Gain a Sword (Purchase card). 6: Gain an Axe (Purchase card).
Spirit	Stranger long	4 Stranger Alien-Hunt  Strange aliens pursue you through lands known and unknown. Move immediately to the RAD Zone in the Timescape and follow its instructions. Horses, Donkeys, Carts, Camels, Lions, and Elephants (along with any Objects they are carrying) are separated from you during your flight. They are collected by the Tinkerer and sold individually in the Village for 2 Gold each.	5 Follower Earl of Beck  The Earl of Beck is an adventurer who has travelled through many worlds. If you arrive at the Ruins, Cused Glade or Plain of Peril, the Black Tower will appear in front of you. The Earl will not enter the Tower.
Object	Object	Object	mag. Object
5 Magic Object Abyssal Blessing  When you open the Usurper's Box: - Change your Alignment to Evil. - Gain 1 Blessing card. - Gain 1 Warrant." - Discard all Curses you have. - Remove the Usurper's Box from the game (place it on the discard pile).	Place	5 Animal-Follower Eldritch Hound  Strength 2 / Craft 2 A summoner conjures an eldritch hound for you. This loyal Follower can fight a combat in your stead. If the hound loses, discard it. Should the hound be separated from you or killed, it dissolves into a shower of colorful sparks.	

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