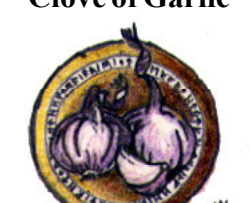
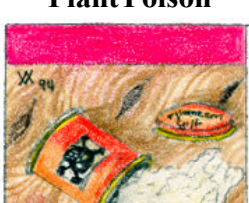
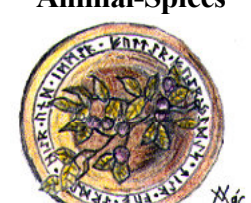
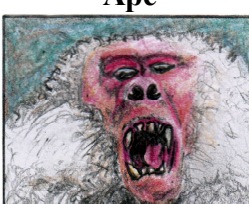
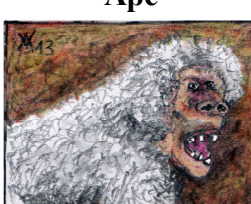
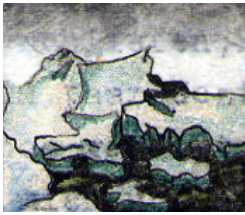
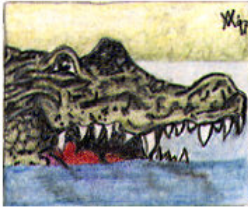
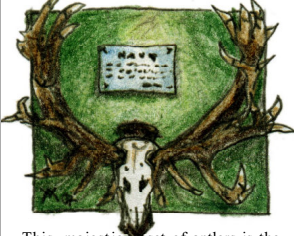
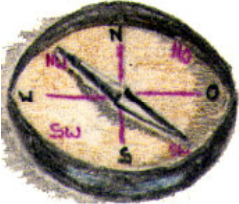
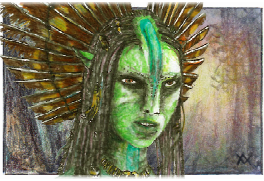
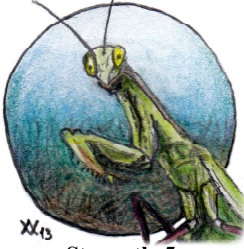
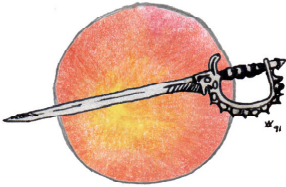
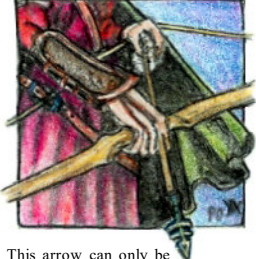
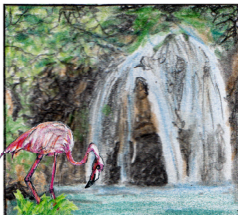


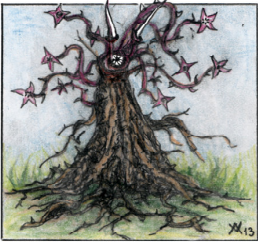
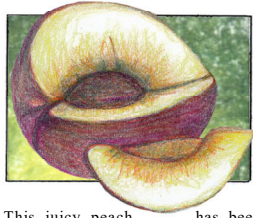
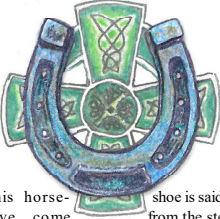
1 Plant-Event Deathmoss  Grey moss and greenish copper lichen is growing on your trophies. As you try to scratch it off, the cadaver comes to live. All of your trophies and this card must be placed on your space. They count as a normal Plant-Enemy. The First Chill will kill them.	1 Event First Chill  The winter has come and all Plants fade away. Discard all Plant-Enemy, Plant-Place, Plant-Follower, Plant-Object, and Plant-Stranger cards.	2 Plant-Enemy Kampfult  Strength 3 A knotty oak throws its limbs towards you. If you don't have a Torch, you must fight it.	2 Plant-Enemy Grasping Grass  Strength 3 The high yellow grass attacks your legs. If you lose the Combat, you have to miss your next turn. If you have the Torch, you can destroy the grass immediately.
3 Plant-Enemy Morel  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 of 1 Life.	4 Stranger Royal Gardener  In a Green House next to the path lives the King's gardener. He has dedicated his life to studying plants and will buy every Plant-Object or dead Plant-Enemy for 3 Gold each.	4 Plant-Stranger Dryad  Without knowing it, you have knocked on the door of a dryad. If you are male, the lovely girl charms you. You miss one turn, but you can add 1 to your Craft. After teaching you, the dryad disappears forever.	5 Follower Druid  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.
5 Plant-Object Clove of Garlic  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.	5 Plant-Object Mandrake-Root  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.	5 Object Plant Poison  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	5 Plant-Object Animal-Spices  Chosen spices can be used on Animals in the hands of other Characters. Animal-Objects or Animal-Followers will change their owners, while Animal-Enemies will stay with you for one combat. You can only use the spices once.
5 Mag. Plant-Object Hawthorn  This hawthorn has been lost by a Druid. If you stick it in the ground (the space you are standing on) it will grow to a sharp hedge. Every Character who enters this space must leave an Object, which stays here until the hedge is destroyed. You are safe in the hedge if you are the Druid or have a Druid as a Follower.	6 Plant-Place Tree of King Aun  The old King "Aun" has sacrificed his son to the gods, in order to get eternal life. The magical power is still present. For each Follower that you leave behind, you get two Lives. Discard the dead followers.	2 Animal-Enemy Ape  Strength 2 The Great Ape is smarter than other animals. He will use any useful object in his region, which does not belong to a character (like sword, shield, healing kits ...). If he loses the fight you can take all of his objects. Otherwise they will remain here.	2 Animal-Enemy Ape  Strength 2 The Great Ape is smarter than other animals. He will use any useful object in his region, which does not belong to a character (like sword, shield, healing kits ...). If he loses the fight you can take all of his objects. Otherwise they will remain here.

6 Plant-Place Run Wild  One place in the land has returned to its savage state. From now on you have to draw a Dornen-card here. Roll a die: 1- the Tavern, 2- the Ruins, 3- a Runes space (characters choice), 4- one place-card (random), 5- the Graveyard, 6- the Chapel.	1 Event Wild Hunt  The holy Wild Hunt has arrived. This year there is a new target....YOU. You barely manage to escape into the Forest. Move your Character and leave all Animals and Followers behind.	2 Plant-Enemy Grasping Creeper  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.	2 Plant-Enemy Quickwood  Strength 5 As you rest, the roots of a tree try to pull you under the ground. Only an Axe, a Chainsword or a Laser can be used in this fight. You can burn down the tree with a Torch.
2 Plant-Enemy Vampire Roses  Strength 3 A bush of white roses attacks you. After the first hit, the blossoms change their color to 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.	3 Plant-Enemy Dead Treant  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).	4 Plant-Stranger Myconid  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- Woods space of your choice, 5- Gain one Craft, 6- Gain one Spell.	4 Plant-Stranger Treant  You have entered the realm of an old Treant. If you have a weapon or a Torch he will grab you and carry you to the Forest. He will leave you there with a stern warning. Your Followers and Objects are left behind. After this he will never be seen again (discard him).
5 Plant-Object Mistletoe  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.	5 Plant-Object Viper's Tongue  The orange blossoms of the plant can be brewed into healing potion. Heal one Life. The Druid, Treant, Priest, Pilgrim or Mushroom Collector can heal up to 2 Lives with this plant.	5 Plant-Object Healing Bandage  This poultice is soaked with root juice and herb brews. You may use it once to heal one Life. Discard the Bandage after use. If the Event „First Chill“ strikes the land, you have to discard the useless healing herbs.	5 Magic Object Hexed Blade  After drawing this old sword out of the brushwood, you are appalled by its hexed blade. You have found this cursed Object, which forces you to use your Craft instead of your Strength in the next 1-6 (roll a die) Combats. After that it becomes a normal Sword and adds 1 to your Strength in Combat.
5 Follower Kenku  The birdman will join you as a Follower. Because of his escort, you can evade all Enemy-Animals.	5 Plant-Follower Young Treant  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.	6 Plant-Place Cornfield Circles  An old farmer is unhappy with all the visitors. Roll one die 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.	6 Plant-Place Old Witch Circle  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, same as Vortex. 5 Gain 1 Craft. 6 Gain 1 Spell.

1 Event Conflagration  An awfully big fire burns all over this region and destroys all Places. Put the carbonized remains on the discard pile.	1 Event Bridge of Ice-Floes  Frost has built some ice-floes, which block the river. You can try to use the ice as a bridge to the other side. After you try to cross the bridge, it will be gone. 1-4 Bridge is safe. 5 Ice is broken, swim to the other side 6 Ice is broken, stay on this side If the bridge is broken you have to lose one Life.	2 Animal-Enemy Crocodile  Strength 3 In the water of the river flows a well hidden hungry crocodile. If you lose the combat, the crocodile takes one Animal-Follower or Animal-Object. If you don't have one, it takes a Life.	2 Plant-Enemy Needleman  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.
2 Plant-Enemy Spined Cactus  Strength 4 The Spined Cactus tries to catch you with his spikes. If you lose the Combat, he imprisons you. Lose one Life and fight the cactus and fight the cactus again next round.. A Torch can kill the plant.	2 Plant-Enemy Gallows-Tree  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.	2 Plant-Enemy Myconids  Strength d6 Nobody knows the real Strength of both Myconids. Roll a die. If you defeat them in Combat, gain 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 space on the Dungeon board.	4 Stranger Baron Orchid  This mad old druid has built his cottage on this space. He doesn't like to see you in his garden. You have to fight all Plant Enemies in this region. If there are no Plants, he casts the first three Spells on you.
4 Stranger Grugach  Arafel, Mistress of the Thorns, inhabits the Forest. You have entered her realm and must roll a dice (replacing the Forest). 1 You are the target of the top Spell. 2-3 Lost, miss one turn. 4 Nothing happens. 5 Gain 1 Craft. 6 Gain 1 Spell.	4 Stranger Arrhendin  One of the last Arrhendin lives in the Crag. If you land here, you must roll a dice (replacing the instructions of the Crag). 1 You are the target of the top Spell 2-3 Lost, miss one turn. 4 Nothing happens. 5 Gain 1 Strength. 6 Gain 1 Spell.	5 Object Antlers  This majestic set of antlers is the centerpiece for a collection of trophies. You can use the antlers to increase your experience. Discard the Trophy and roll a die, adding the values of all slain Enemy cards you have collected. If you get a total of "7" or higher you get one Strength.	5 Magic Object Unicorn-Horn  With the horn in your hand, you can add one to your Craft. You are also protected against any kind of diseases.
5 Object Compass  If you have the compass, you can not get lost in the Forest, the Crag, the Labyrinth, the Royal Park or the Cave. Subtract one from your total dice roll in the Mines or Crypt.	6 Plant-Place Overflow  The Storm River has left its bed. A new marshland has been growing up here. The lakes and swamps are occupied by the seafolk. Draw one Sea-Realm-Card if there isn't already one in this space.	6 Plant-Place Royal Park  In front of you is the Royal Park, founded by King Aun. Roll a die if you enter: 1 Draw one Dornen-card. 2 Draw two Dornen-cards. 3 Miss one turn, 4 Find a Short Bow, 5 Find 2 Gold, 6 Find a Scroll with one Spell.	6 Place Monument  You may pray to the old forgotten gods at this ancient stone monument. 1 Sacrifice one Follower. 2-3 Nothing happens. 4 Gain one Spell. 5 Gain one Craft. 6 Teleport, same as Vortex.

1 Event Wolf-Attack  You made the wrong decision to sleep outdoors tonight. A pack of wolves attacks near midnight. All Horses, Mules, Ponies and Horse & Cards and all Objects packed on these animals are lost. What cannot been eaten will be found in the Chasm.	1 Event Thorn Curse  The mad druid „Baron Orchidee“ abhors every kind of civilization. In order to destroy them he woke up the trees in every woodland space. Place 3 Thorn Cards face down, which will be drawn instead of Adventure cards.	2 Plant-Enemy Venus Flytrap  Strength 4 (2x) This plant is hungry all the time. The Elves call it „Keldrad“. You have to fight the plant's leaves twice to destroy this carnivore. If you lose the combat you may choose to feed her a 1 Life, a Follower or an Animal Object.	2 Plant-Enemy Nightshadow  Strength 2 Contact with this plant is extremely poisonous. You can try to evade this flower by rolling one die below your Craft. If you fail, you have to fight the plant, but whether you win or lose the combat you lose 1 Life regardless.
3 Spirit-Enemy Bloody Bones  Craft 3 This bloody Skeleton consists only old bandages and pale bones. It wants to get some meat between its old teeth. You have been a victim of a morbid „theft of food“.	2 Plant-Enemy Shadow Blossom  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 them after the fight. You can burn down the tree with a Torch.	4 Stranger Wood Witch  The wood witch is unpredictable in her actions. Move immediately to the nearest Woods space and roll 1 die (d6): 1: Take 1 Curse card. 2: Give her 1 Object (or a Life). 3: Miss your next turn (counting trees). 4: Draw 1 „Forest“ card. 5: Drink a Mystic Brew immediately. 6: Gain 1 Craft. Unless you are safe in the Woods, she vanishes afterwards (discard this card).	5 Follower Brackelmann  The Hobbit, Aurum Brackelmann, is neither a Master thief nor a Fighter. But he is a passable cook. Every time you win a combat against an Animal-Enemy, he will cook you a good Stew which heals 1 Life.
5 Plant-Object Moon Berry  If you use this berry in a ritual you can strengthen the relationship with one of your Followers. Place this card behind the Follower. That Follower cannot be poached by other character or cards like Mutiny, Orator, Geisha, Animal-Spices, Ice Queen, ...	5 Animal-Object Chicken  The Chicken is a very simple thinking animal that will follow anyone who feed her. You can use the chicken in any combat with a Dragon or Animal Enemy. You can evade the combat while the enemy devours the Chicken. Discard the Chicken and count the combat as drawn.	5 Object Fire Arrow  This arrow can only be used with a bow or a Follower using a bow. It can only be used at the start of your turn, or when you have just completed your Move. It will destroy a Place or Plant card, which cannot be more than 2 spaces away. Discard the Arrow and the hidden burning card.	5 Object Hunting Arrow  This arrow can only be used with a bow or a Follower using a bow. It can only be used once to increase your combat score by 2. Discard the Arrow after use.
5 Plant-Object Thorncrown  The crown of St. Michael is made of brambles. If you lose a life in combat, this holy artifact will bless you. You can only hold only one blessing card at a time. You cannot wear the crown and a helmet together. The priest in the Chapel will exchange this crown for 1 Craft.	6 Plant-Place Thornbush  The mad druid „Baron Orchidee“ has conjured a magic Thorn Bush on this space. You have to draw a Thorn card. If there is already a Thorn card on this space, you don't have to draw a new one. If you use a Torch, you can burn down the Thorn Bush but miss your next turn.	2 Animal-Enemy Tiger  Strength 3 The Tiger does not like any invaders in his hunting ground. He will remain here until killed. The Noble Squire or the Hunter in the Village will give you 3 Gold for his pelt. In this case you cannot use the Tiger for experience.	6 Place Black Tower  Nobody knows why the Black Tower has appeared for an unexpectedly long time at the Ruins. It will stay here until somebody enters the Tower or a new Black Tower cards is drawn. If somebody enters, put his Character on the Entrance and discard the Black Tower card.

1 Event Black Tower  The Black Tower appears in a new shape by the riverside. It will remain here for 1 round. Place your character at the entrance space if you want go inside. The mysterious Tower will disappear at the beginning of your next turn.	1 Animal-Event Thieving Magpie  This thieving magpie loves sparkly objects. It will steal one of your Objects and brings it to its nest in the Lost City (Crag). Select one of your Objects at random.	2 Monster-Enemy Praying Mantis  Strength 5 This giant insect is in a hurry at all times. She will ignore you if you feed her a Plant or Animal Follower, Object or a slain Enemy. Discard the food for the Mantis. If you do not feed her, you have to fight.	2 Animal-Enemy Bear  Strength 3 The brown Bear does not like any invaders in his hunting ground. He will remain here until killed. The Noble Squire or the Hunter in the Village will give you 2 Gold for his cuddly coat. In this case you cannot use the Bear for experience.
3 Spirit-Enemy Tomb-Wight  Craft 5 The wight hates the living, especially you. If you don't defeat him, you have to lose a Life.	2 Monster-Enemy Goblin Veteran  Strength 2 / Craft 2 Schwiknak is a glorious veteran of the Goblin War. Depending on his chance of success, he can also attack you in psychic combat. You will get 2 Gold at the Castle or the Noble Squire (Village) for his trophy. If you take the gold, discard the trophy.	4 Stranger Duke  The Duke is searching for a new King's Champion. If you: 1) possess a Sword or Armor; 2) are a Nobleman; 3) possess the Battledress or Laurel Wreath; 4) have 2 or more Trophies; you can take King's Champion Character. Afterwards he leaves the Country (discard).	5 Follower Mushroom Collector  The Mushroom Collector loves nature. Whenever you reach a Woods space, he tries to find some healing mushrooms. On a 5 and 6, he heals one life. As a Follower, he also add 1 to your talk with the Myconid or every other Plant-Stranger.
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 Elvenblade  The Elvenblade is sharp sword. While you have this blade, you may: Add 1 to your Strength for the duration of a combat or add 2 in combat against Person-Enemies (like Bandits, Dragon Cultists, Crusader, Captain, Headhunter, the Watch...). You can never use the Elvenblade and an other weapon in the same combat.	5 Object Grandma's Wallet  An abandoned purse gets a new owner very quickly. If you open the purse discard this card and roll a dice: 1 False Money; no value. 2-4 Take 1 Gold. 5-6 Take 2 Gold.	5 Object Hunting Arrow  This arrow can only be used with a bow or a Follower using a bow. It can only be used once to increase your combat score by 2. Discard the Arrow after use.
5 Magic Object Moon Arrow  This arrow can only be used with a bow or a Follower using a bow. It can only be used at the start of your turn, or when you have just completed your Move. It will destroy a Spirit-Enemy, which cannot be more than 2 spaces away. Discard the Arrow and the Enemy. If you fire this arrow at the Demon Lord, he will lose 2 Lives.	6 Place Waterfall  You can find an entrance to the Dungeon behind this romantic waterfall. If you want to enter you have to leave any Horse, Horse & cart, Lion or Camel here. Before you can step through the entrance, you have to cross the lake and draw one Sea-Realm card. Discard this Sea-Realm card at the end of your turn.	2 Plant-Enemy Sword Lily  Strength 4 The swinging leaves of this plant are sharp like blades. The Elves call it „Lorrack“. If you are carrying a Torch the plant will not attack you.	2 Animal-Enemy Rhino  Strength 3 The burly rhino doesn't like your presence. It will run directly in your direction. If you are not wearing armor, you will be kicked to the ground. Regardless of the outcome of the fight, you have to miss your next turn. If you lose the combat you also lose one life.

1 Event Drought  A lingering heatwave causes all vegetation to wither. Discard all Plant and Sea-Realm cards in play. An insatiable thirst overcomes you as well: if you do not possess a Water Bottle (or similar item), you lose 1 Life. For one round, the River may be crossed without using a Raft.	1 Event Infected Wound  One of your numerous wounds has reopened and begins to bleed heavily. If you do not possess a Water Skin, Apple, Herbal Bandage, Druid's Potion, Healing Bandage, Healing Blossom, or Healing Pouch, the wound becomes infected and you lose 1 Strength. If this is not possible, you lose 1 Life instead.	2 Animal-Enemy Wolf  Strength 2 Bloodcurdling screams will scare all of your Animals. You cannot use them in the combat with the Wolf. If you lose combat all Animal Followers and Objects take a flight 1d6 spaces clockwise. Additionally you lose one Life.	2 Animal-Enemy Rabbit  Strength 1 The rabbit is a lousy fighter. If you win the combat you can roast and eat him, which heals 1 Life. Discard the Rabbit if you do so. If you do not win the combat, you can follow the fearful Rabbit to his home and enter the Dungeon Board.
2 Plant-Enemy Demonbrush  Strength 5 If the Demonbrush wins the combat with you he will take one life for himself. Place the life on this card. The Demonbrush will remain here until all of his lives are taken. The Torch will destroy him immediately.	4 Stranger Scout  The Scout knows good places to rest. You can accompany him on his "journey without a fixed destination". You will travel to (roll one dice): 1: Cursed Glade, 2: Ruins, 3: Temple-Ruins (Village), 4: Lost City (Crag), 5-6: Any faced-up Place-card (your choice). There he invites you to drink a "Chai" (draw a Magic Brew card) and disappears in the morning.	4 Stranger Beautiful Nymph  The nymph ignores female characters. From male characters, she demands a gift (an Object), which remains in her lake. If a player gives her a piece of Jewelry, that character must miss a turn, but receives all gifts currently stockpiled here and draws a Mystic Brew card. After this night of passion, she leaves the land (place on the Discard Pile).	5 Follower Pioneers  A group of homesteaders has set out to build a new life. You may choose to join them, but if you do, you may only move in a clockwise direction around the board. Should you leave this region or board, you must leave the wagon train behind (place on the Discard Pile). While in their company, you gain a +2 bonus to your Strength during battle. Evil Spirits fear them.
5 Object Frozen Fairy  The little fairy was surprised by the night frost and is frozen stiff into an ice statue. If you enter the Tavern, the Annual Fair, the Bazaar, the 6-Fates-Inn or the Hunting party with her, she thaws and fulfills a wish (+1 Craft, Spell, Magic brew, Teleport to the Dungeon entrance or to the Cursed Glade) before it disappears (discard).	5 Plant-Object Icy-Flower  The blue flower has been enchanted by a witch. You may use it to freeze a Stranger, a Law Event or an Animal/ Person Enemy. The frozen target remains incapacitated and cannot take any action until the start of your next turn. Discard the withered flower after use.	5 Plant-Object Healing Bandage  The bandage is soaked in herbal infusions and root juices. You may use it once on your wounds to heal 1 Life. Discard the soaked cloth after use. If the 'First Frost' Event occurs, this bandage becomes useless.	5 Plant-Object Peach of Life  This juicy peach has been enchanted by a witch. Should you die in battle or by an Event card, you immediately gain 2 Lives instead. You may also use the peach to save a Follower from death caused by an Event (or Stranger). Discard the remains of the eaten fruit after use.
5 Magic Object CRUDDH eich  This horse-shoe is said to have come from the steed of Rhiannon. You may use it once (Discard Pile) to do one of the following: - Reroll any one die roll. - Increase your movement roll by up to 3 spaces if you are using a mount (Horse, Draft Horse, Nag, Horse & Cart, Warhorse, etc.), allowing you to take all of your Followers with you.	6 Place Wasteland  You enter a region where lush vegetation once flourished. Now, all life is desolate. Treat this space as a DESERT (see board). It becomes fertile again only when an Event such as Fog, Rain, Tsunami, or Flood affects this space or the Region. Discard the Wastelands card when this happens.	2 Monster-Enemy Forest-Orc  Strength 3 The Orc has left his clan in the "Wild Forest" to go plundering. If you give him an Object, he will spare you. If he wins the combat against you, he moves 1-6 spaces clockwise and waits for new opponents to rob.	6 Plant-Place Unexpected Fertility  One of the Desert spaces (you choose which one) experiences unexpected fertility. Place this card on the chosen Desert space. Instead of losing 1 life when landing here, you must draw either a Brambles or an Adventure card (your choice), provided there is not already another card on this space.

1 Event Blank Ticket  Your luck has deserted you. First, you lose a Bag of Gold, and then you lose your next turn searching for it in vain. Discard 1 Bag of Gold and miss your next turn. If you have no Gold, you must still miss your turn searching for a mirage.	1 Event Vortex  A tiefling opens a portal and drags you into the Vortex. Roll one die according to the Vortex Timescape table to see where the Vortex spits you out. Horses, Elephants, Lions, Camels, and Mules/Wagons must be left on the space where you started your turn.	2 Monster-Enemy Goblin Gang  Strength 5 A goblin gang is terrorizing the countryside. Should you land on or pass through this space, you must pay a tribute of either 1 Gold or 1 Object, or battle the gang. Any discarded Objects must be placed on the Tinkerer's space in the Village.	2 Animal-Enemy Hyaena Pack  Strength 2 (3x) A pack of hyenas roams this countryside. They will ignore you if you leave them an Animal (Follower, Object, or Trophy) to feed on (place on the Discard Pile). If you do not, three of them will attack you in succession. If you are defeated in any of these battles, you lose 1 Life. If you win all three battles, they are defeated.
3 Spirit-Enemy Lady in Black  Craft 7 This creature loves to drain knowledge from its victims. If you lose the combat, you lose 1 Life and one of your Special Abilities (chosen at random). You cannot use this ability again until you receive a positive result when Praying. If you win the combat, you gain its knowledge; draw an Ability card.	4 Stranger Vagabonds  A merry band of wayfarers invites you to share their „mobile“ camp for one night. Roll one die: 1: You wake up in the Warp Gate. 2: You wake up in the Black Tower. 3: Lose 1 Gold. 4: Gain one free Teleport. 5: Gain 1 Spell. 6: Gain 1 Craft. After a player has stayed the night, they disappear into the morning fog.	4 Stranger Spring Nymph  The beautiful naiad awakens your desire to capture her. Roll one die: 1-2: Unsuccessful Search – miss 1 turn. 3-4: Draw a Sea-Realm card. 5: Teasing – gain 1 Spell. 6: Caressing – gain +1 Craft. After your 'search', she slips away into the waters of the spring (Discard Pile).	5 Follower Squire  The squire is fiercely loyal to his new master. He can carry up to 3 Objects for you. However, he will only watch over and carry weapons, mounts, and armor pieces (such as a Shield, Helmet, Armor, Bracers, etc.). When engaged in combat, he supports his master to the best of his abilities; add +1 to your Strength during battle.
5 Animal-Object Hunting Hound  Strength 1 / Craft 1 The Dalmatian is a loyal Follower and can fight a combat in your stead. If the hound loses, discard it. The hound has a keen sense of smell. While accompanied by it, you are safe in the Woods and do not need to roll a die there.	5 Animal-Object Tracking Hound  Strength 1 / Craft 1 The Husky is a loyal Follower and can fight a combat in your stead. If the hound loses, discard it. The hound has a keen sense of smell. While accompanied by it, you are safe in the Crag and do not need to roll a die there.	5 Animal-Object Bloodhound  Strength 1 / Craft 1 The Bull Terrier is a loyal Follower and can fight a combat in your stead. If the hound loses, discard it. It has a keen sense of smell. Roll one die in the Ruins; on a 5 or 6, it finds a hidden entrance to the Dungeon.	5 Object Torch  If you carry the Torch, you may roll two dice for movement in the Pyramid or Dungeon and choose either result. The Torch is an Object that can inflict great damage upon plants. No Plant Follower will accompany you while you are carrying the Torch.
6 Place Druid Circle  The ancient stones are weathered. You may commune with the nature spirits here, but you cannot use any Spells or Magic while doing so. Roll one die: 1: The communion fails. Miss 1 turn. 2-3: Draw a „Dornen“ card. 4: Visitor. Draw a Wood-Realm card. 5: Prayers answered. Gain 1 Blessing. 6: Favor. Draw 1 Spell.	6 Place Ruined Cathedral  Few still remember this once-sacred place and its former purpose. Provided there is no other face-up card on this space, you may enter and investigate the ruins. Roll one die: 1: Draw a City Cultist card. 2: Draw two „Dornen“ cards. 3: Draw a Sherwood Forest card. 4: You find a Dungeon Entrance. 5: Gain a Blessing card. 6: Gain a Spell.	2 Plant-Enemy Toadstool Myconid  Strength 5 (+1 je Karte) Someone has disturbed the Toadstool Myconid during its digestive process. It will not attack any player carrying a Torch. It gains a +1 Strength bonus in combat for each Plant Enemy or Plant Place in your Region.	2 Plant Enemy Mossman  Strength 3 Woodcutters call this creature the Mossman. It consists only of roots, 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.

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