


WALKING-STICK



The Walking-Stick adds +X to your movement.
X is the half of your Strength (rounded down), i.e. You have 1D6+X for your movement.

OBJECT 5 KEEP

KILLERBEES



Craft 1
If the bees lose, roll a die:
1-4 They regenerate and stay here.
5-6 They fly off to the discard pile.

SPIRIT 3 ATTACK

ROD OF MAGIC



Now you can hold one more Spell than your Craft normally allows.

OBJECT 5 KEEP


WOODS FIRE



Roll a die for each face-up card and each Player in this Region. On a die roll of 4-6 the card goes up in flames and blows away to the discard pile or the Player loses one Life.

EVENT 1 DISCARD

ATOG



Strength 5
Everytime Atog wins, he gets +2 Strength, i.e. Strength 5, 7, 9, etc.

MONSTER 2 ATTACK


FOG



All Players in this Region miss their next turn.

EVENT 1 DISCARD

MAGIC CHAIN REACTION



You have to cast all Spells in the Spell-discard-pile clockwise on yourself and your partners. You start at yourself. Spells that make no sense have no effect.

EVENT 1 DISCARD

FOREST UNICORN



Craft 3
If the Unicorn loses it will Teleport you onto a space of the Player on your right's choice. This can be any space without the Dragon Tower.

SPIRIT 3 ATTACK

FORESTWORM



Strength 8

MONSTER 2 ATTACK


ELVISH-ARCHER



Strength 4
The Archer will also attack if you are on an adjacent space beside him. If he loses this battle nothing happens. If he wins lose one Life.

MONSTER 2 ATTACK


TOAD RAMBLE



All players become Toads. Roll a die to see for how long:
1-2 not at all
3 1 Round
4 2 Rounds
5 3 Rounds
6 1D6 Rounds

EVENT 1 DISCARD


MAGIC BROOCH



Add 1 permanent Life point to your starting quota.
i.e. Now you have five permanent Life points.

OBJECT 5 KEEP

VAMPIRE



You have to take the Vampire as your Follower. As long as he is your Follower, subtract 1 Life point from your starting quota, i.e. Now you have 3 permanent Life points. The Vampire disintegrates to ashes when you enter the Chapel.

FOLLOWER 5 KEEP

FOREST EFREET



Craft 6

SPIRIT 3 ATTACK

MAGIC STONE



The Magic Stone subtracts 2 from your Craft but adds 4 to your Strength.

OBJECT 5 KEEP

WALKING CHEST



This little Chest can carry any number of Objects for you. You can treat it as Follower or Object and you can change this status at any time you want.

OBJECT/FOLLOWER 5 KEEP


LURKER



Strength 5

MONSTER 2 ATTACK

LIVING TREE



Strength ?

Everytime you have to fight against the Tree roll 3D6 for his Strength.

MONSTER 2 ATTACK

FOREST IMP



Strength 2

If the Imp loses a battle against you he steals a random Object from you.
If he wins he becomes your Follower and gives you +1Strength and +1Craft

MONSTER 2 ATTACK

STORM FAIRIES



Craft 2

SPIRIT 3 ATTACK


DARK ELF



Craft 4

SPIRIT 3 ATTACK


NIGHT OF EVIL



All Monsters double their Strength for the next round.

EVENT 1 DISCARD

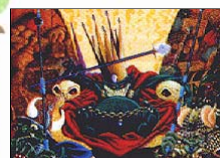
RAGE



While you are ill you lose 2 Strength and 2 Craft but now you have 2D6 Movement.
If you meet another Character, the Rage moves to him. If he already had it the Rage goes to the discard pile.

DISEASE 5 KEEP

KING OF THE TOADS



If you weren't a Toad during this game then the King casts a Toad Spell on you now and you become a Toad for one round.
If you were already a Toad he gives you immunity against becoming a Toad again.

STRANGER 4 LEAVE

FORSAKEN LABORATORY



You rummage it and you...(rollD6)
1 .. produce a detonation, -1 Life
2 .. meet a Djinn, Craft 6.
3-4 .. find only lumber
5 .. find the 'Elixir of Berserk'*
6 .. find the 'Time Machine'*
*take the Special Object card. If another Player got it already, roll again.

PLACE 6 LEAVE

INN



A Gambler persuades you to turn the Wheel of Fortune. Put one Gold coin beside this card. If you have no Gold you are allowed to turn nevertheless. Now roll one die. If you roll a 6 you get all the Gold coins beside this card.

PLACE 6 LEAVE

FAIRY



You can make a Wish. What do you Wish for?

1 Spell,
1 Gold Coin,
1 Strength,
1 Life,
1 Craft,
1 Teleport in this Region.

STRANGER 4 DISCARD

ELVISH HUNTER



The Hunter gives you the 'Magic Bow'. Take the Special Object card .

STRANGER 4 DISCARD

OLD MAGICIAN



Craft 5

If the Magician loses against you he only dies if there is no other Spirit/Monster in this Region. If there is, then the Spirit/Monster with the lowest Craft/Strength dies and the Magician is still alive.

MAGICIAN 3 ATTACK

ELVISH BODYGUARD



Instead of fighting on your own you can let the Bodyguard fight for you.
He has Strength 6 and Craft 1. If he loses, you have to discard him.

FOLLOWER 5 KEEP

SOURCE OF EXPERIENCE



Put four of the 5-Experience Point counters on this card and take one of them. Everybody who visits the Source can take one counter per visit.
When there is no counters anymore discard it.

PLACE 6 LEAVE

ELVISH VILLAGE



If you choose to miss your next turn all of your Life points will be Healed.

PLACE 6 LEAVE

FRUITS OF WISDOM



If you eat the Fruits of Wisdom, discard them and add 2 to your Craft for one turn.

OBJECT 5 KEEP

MAID-SERVANT



The Maid-Servant can carry two Objects for you and adds two to your Craft.

FOLLOWER 5 KEEP

SPELL-COMPULSION



All Players have to cast their Spells immediately. Spells that make no sense have no effect.

EVENT 1 DISCARD


WILL-O'-THE-WISP



Roll one D6 to see what happens:
1-3 You miss one turn.
4-6 You miss two turns.

STRANGER 4 DISCARD


SAPPHIRE



You can change it to 2 Gold Coins at any time. It does not count as an Object, so you can still carry four Objects. If you bring the Sapphire together with the Ruby and the Emerald to the Alchemist he gives you the "Arcanic Armor".

SAPPHIRE 5 KEEP

RUBY



You can change it to 2 Gold Coins at any time. It does not count as an Object, so you can still carry four Objects. If you bring the Ruby together with the Sapphire and the Emerald to the Alchemist he gives you the "Arcanic Armor".

RUBY 5 KEEP

EMERALD



You can change it to 2 Gold Coins at any time. It does not count as an Object, so you can still carry four Objects. If you bring the Emerald together with the Sapphire and the Ruby to the Alchemist he gives you the "Arcanic Armor".

EMERALD 5 KEEP

GOLD COIN



Discard this card and take a Gold counter

OBJECT 5 DISCARD

GOLD COIN



Discard this card and take a Gold counter

OBJECT 5 DISCARD


GOLD COIN



Discard this card and take a Gold counter

OBJECT 5 DISCARD


MAGIC BOW



The Bow allows you to kill one face-up Monster in your Region. You do not have to be in the same space as it. After used, discard the Bow.

SPECIAL OBJECT


ELIXIR OF BERSERK



When you drink the Elixir your Craft falls down to the start value (Maximum decrease is 5) and your Strength increases in the same amount. This effect is permanent. After used, discard the Elixir.

SPECIAL OBJECT

TIME MACHINE



You can use the Time Machine at any time to take an extra turn after normal movement. Everytime you use this ability you have to miss your next turn.

SPECIAL OBJECT

ARCHDEMON



If he is in your space roll 1D6:
1-2 He returns to Hell !!!
3-6 Choose: a) He steals you an Object or Follower of your right opponents choice. b) He steals you 2 Lives. Next turn you can move the Demon 1D6 Spaces.. After that turn the next Player clockwise moves him etc.

STRANGER 4 MOVES!!

GAMBLER



Add 2 to your roll in the Tavern.

FOLLOWER 5 KEEP

TEMPLAR



Add 2 to your roll in the Temple. If you roll 1 then the Templar betrays you and you become enslaved. After that he leaves you to the discard pile.

FOLLOWER 5 KEEP

RING OF TRANSFER



First of all roll a die to find out how many charges it has. At the beginning of your turn you can Teleport yourself to any space in your Region. This is instead of your movement and only once each turn. After the last charge, discard the Ring.

OBJECT 5 KEEP

MOR'GOOTH



Strength/Craft*

*The same like the Player fighting against him +1 (incl. All extras). If you win and let Mor'goth live, search the card pile for the Master. Is the Master already a Follower of a Player then Mor'goth dies and moves to the discard pile.

MONSTER 2 ATTACK

MASTER



He trains you in ... (Roll 1D6):
1-3 Strength*
4-6 Craft*
*From now this costs you only 4 instead of 7 Experience Points. If you lose control of the Master (e.g. being a Toad or what ever) then he moves to the discard pile

FOLLOWER 5 KEEP

WITCHBROOM



From now on roll 2D6 for movement.

OBJECT 5 KEEP

ARKANIC ARMOR



Roll a die if you lose a Battle or Psychic combat:
1-3 No effect.
4-6 The Armor prevents the damage.

SPECIAL OBJECT

TREE IMP



The Tree Imp feels amused to cast the topmost Spell of the Spell pile on you. If the Spell makes no sense it has no effect.

STRANGER 4 DISCARD

OPENED VAULT



Place each 1 Gold, 1 Craft, 1 Strength- and 1 "5" Experience Point Counter on the Opened Vault.
Every non-Good Player can take one counter per visit.
When the vault is completely plundered, discard it.

PLACE 6 LEAVE

VOODOO-DOLL



If you want to use the Voodoo-Doll, choose a Player. He loses ... (Roll a die):
1-2) Nothing
3) A Follower of your choice
4) One Life
5) One Strength
6) One Craft
Discard after used.

OBJECT 5 KEEP


BRIDGES TO NOWHERE



When you enter the Bridge you have to miss your next turn. Then roll one dice:
1-2 Now you are Good
3-4 Now you are Neutral
5-6 Now you are Evil

PLACE 6 LEAVE

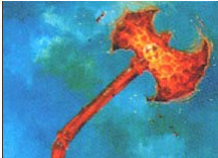
ARTIFACT TRADER



The Artifact Trader is in possession of one of the most powerful weapons:
The Axe of Damnation.
You think it is unsalable?
Wrong, but you have to pay 30 gold for it. After the Trader sells it to somebody he moves to the discard pile.

STRANGER 4 LEAVE


AXE OF DAMNATION



When you get control of the Axe sacrifice 1, 2 or 3 Lives.
Add the equivalent to your roll in Battle and Psychic combat.

SPECIAL OBJECT


GIANT ANTS



Strength 5
If you lose against the Ants they displace you to the entrance of the Dungeon. Nevertheless you lose 1 Life.

MONSTER 2 ATTACK


GOODMAN DEATH



Goodman Death rides down to earth and enlivens all dead creatures. Search all discard piles for Monsters and Spirits and reshuffle them into the piles of non-drawn cards.
After that Goodman Death moves to the discard pile.

EVENT 1 DISCARD

TWO-HEADED GIANT



Strength 6 each
You have to fight him twice the turn. If you win against both he dies and you get 12 Experience Points. If you win only against one head it grows again immediately.

MONSTER 2 ATTACK


GIANT WORM



Craft 5
If you win against the Worm you can use this card as entrance to the Dungeon.

SPIRIT 3 ATTACK

SOULSTEALER



Craft 7
If you lose against him you lose 1 Life and have to stay at this space and fight him again next turn. If you lose and you have only 1 Life remaining he steals 1D6 of Craft (Max. decrease is the basic value) instead of the 1 Life. Move normal next turn.

SPIRIT 3 ATTACK

LOTUS POISON



You touched unnoticed a Black Lotus and got Poisoned. You become mad and ... (Roll a die):
1-2 Wound yourself, lose 1 Life
3-4 kill one of your Followers
5-6 Give all your Gold to another Player.

EVENT 1 DISCARD

DEMONIC IMP



Craft 2
Before the fight he steals all of your Spells and uses them in the fight against you.
After the fight you can choose one of the used or unused Spells and keep it.

SPIRIT 3 ATTACK

