






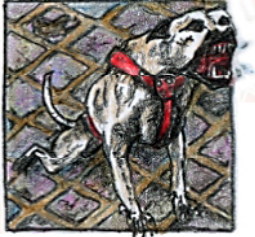


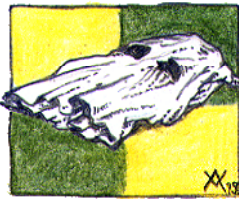

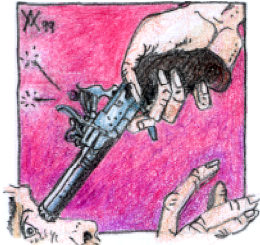



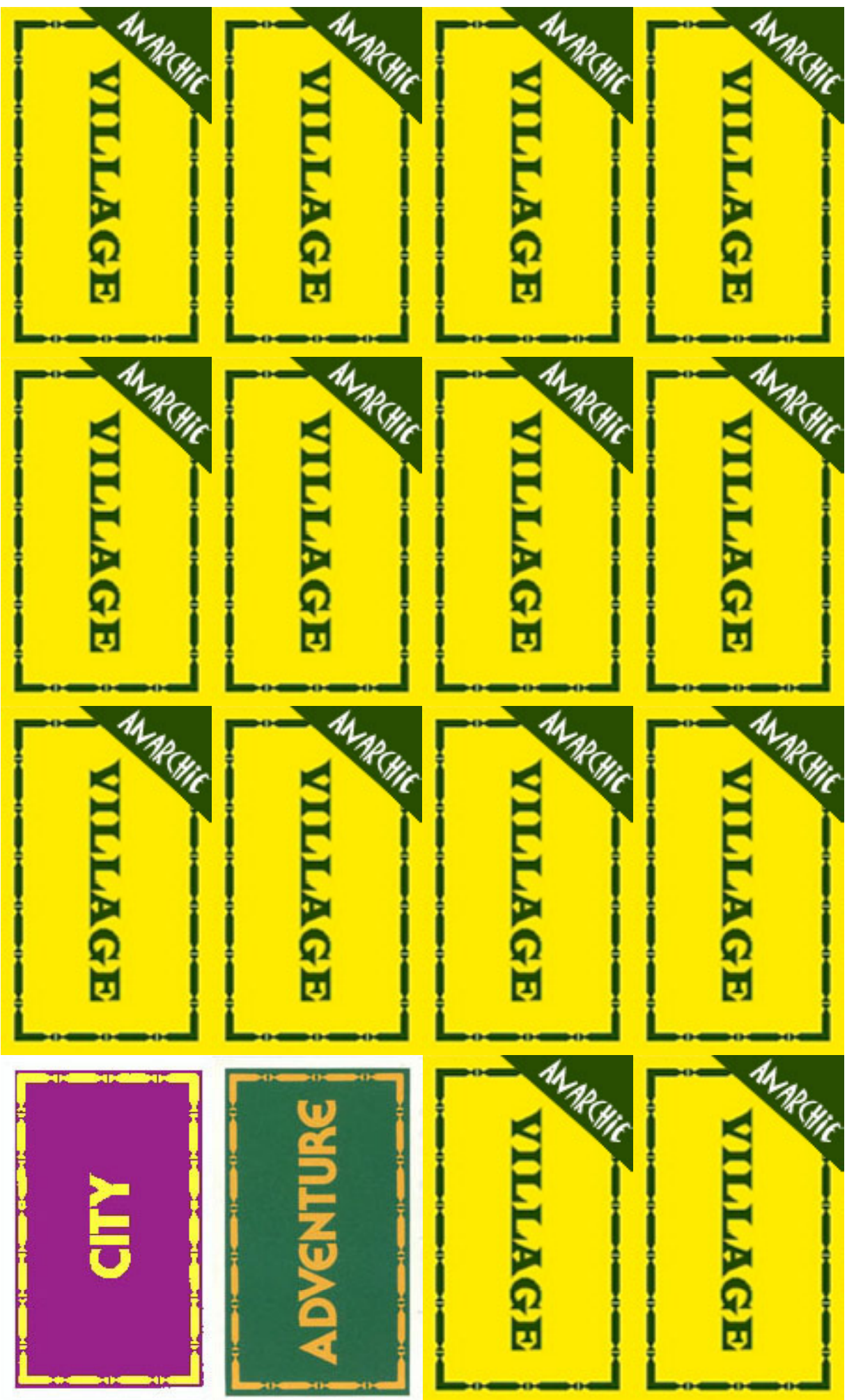















<p>1 Event County of Basilisco</p>  <p>The Countess of Basilisco has waited a long time for her chance. She moves into the house of the Noble Squire and announces the free County of Basilisco. Her first legal act is the adoption of "The Law of the Dragon". Shuffle the Cultist cards into the Anarchy deck.</p>	<p>1 Event Plunder</p>  <p>The mob has plundered one of the stores of the City. Some Objects have fallen to the ground. Roll a die and place this object on the "Kings Road" in front of the house of the Noble Squire: 1 Healing Bandage 4 Indulgence 2 Sword 5 Helmet 3 Short Bow 6 Doughnut</p>	<p>1 Law-Event Royal Army</p>  <p>Strength 9 The Royal Army have reached the Village and will end the chaos. All cards on the Village board will be discarded. The "Anarchy" expansion has ended. The Watch will also try to arrest all characters in the Village. If you win the combat you will get a Warrant.</p>	<p>1 Event Baron's Estate</p>  <p>The Trader in the Village has gained the estate of the dead Noble Squire for a cheap price. Place one Purchase, Mystic Brew and a Treasure card on his shop. The Treasure card will be sold for 3 Gold. If the "Anarchy" Expansion ends, discard only the Treasure card from his stock of goods.</p>
<p>2 Person-Enemy Dragon-Cultists</p>  <p>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.</p>	<p>2 Dragon-Enemy Red Dragon</p>  <p>Strength 7 One young Cultist has summoned a Fire Dragon. But a small cultist snack has not lowered the appetite of the dragon. If you win the combat you can take 1 Gold out of his treasure pile.</p>	<p>2 Person-Enemy Assassin</p>  <p>Strength 3 / Craft 3 The Baron's assassin will not betray his employer. If you win the combat, you can bring his head to the Castle and will be ennobled by the King. Take a Nobleman card and discard the trophy.</p>	<p>2 Animal-Enemy Watchdog</p>  <p>Strength 2 Somebody has trained his dog to bite the mob. Everybody who enters this street will be barked at and attacked by it. It will remain here until killed.</p>
<p>4 Stranger Dragon-Missionary</p>  <p>This old Missionary preaches 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 Dragon Cultist. Take the card "Believer of the Dragon".</p>	<p>4 Stranger Pariah</p>  <p>This hag has been tortured by order of the King and his establishment. Every Nobleman and players who have changed their character have to take a Curse. Others can change their character for 1 Gold. Take a new character card but keep your Strength and Craft, Followers and Objects. After this she will leave the land (discard).</p>	<p>5 Object Dragon-Mask</p>  <p>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 to be a member of the Dragon Cult (see card). Roll a dice to see the effect, on a 4-6 the deception works.</p>	<p>5 Follower Gravedigger</p>  <p>The Gravedigger is an honourable Craftsman. For any dead Person-Enemy he will give you 2 Gold. Discard the Person-Enemy cards without gaining any experience. If you enter the Graveyard, he will abandon your party (discard).</p>
<p>5 Object Gun</p>  <p>The murderer of the Noble Squire has left his weapon. The old gun is loaded with 4 rounds of ammunition and increases your combat Strength by two for 4 separate combats. However, the powder is soaked by water. Roll a die for each shot: On a die roll of 1 the gun misfires.</p>	<p>6 Place Hiding Place</p>  <p>Dwellers have built this hiding place to be protected from the chaos in the streets. Draw a City card which remains here only for one round. The next investigation will find a new City card.</p>	<p>1 Event Anarchy</p>  <p>The Noble Squire in the Village has been murdered. Chaos spread by Bandits, Outlaws and Dragon-Cultists fills this lawless area. The expansion "Anarchy in the Village" has started. You have to draw Anarchy cards instead of City cards in the Village. The expansion will end by drawing the "Royal Army" or "Night of Tiamat" Event cards.</p>	<p>1 Event Anarchy</p>  <p>The Noble Squire in the Village has been murdered. Chaos spread by Bandits, Outlaws and Dragon-Cultists fills this lawless area. The expansion "Anarchy in the Village" has started. You have to draw Anarchy cards instead of City cards in the Village. The expansion will end by drawing the "Royal Army" or "Night of Tiamat" Event cards.</p>



<div>1</div> <div>Law-Event</div> <div>Village Watch</div> <div></div> <div>Strength 5</div> <div>The Village Watch makes a desperate effort to maintain law and order by arresting some anarchists. They will attack any character in this street, except those who have started in the Village or Nobleman. If you lose the combat, they arrest you and take you to be judged at the Royal Castle.</div>	<div>1</div> <div>Event</div> <div>Arson</div> <div></div> <div>The mob has plundered a shop in the Village and has set the house ablaze. Roll a die to find out which shop will be closed until the end of the "Anarchy" expansion. Place this card on the shop:</div> <div><div>1 Stable</div><div>4 Hunter</div><div>2 Pony Express</div><div>5 Healer</div><div>3 Blacksmith</div><div>6 Mystic</div></div>	<div>1</div> <div>Event</div> <div>Angry Mob</div> <div></div> <div>Strength 2d6</div> <div>The mob hunts a Stranger or a Follower through the streets. Search through the Adventure deck and take the first card of either type. If you win the combat against the mob, the hunted thank you. A Follower will join you; a Stranger will give you +1 if you have to roll on a table or discount 1 Gold for each purchase.</div>	<div>3</div> <div>Spirit-Enemy</div> <div>Shadow Spirit</div> <div></div> <div>Craft 3</div> <div>One of the students has summoned this evil shadow. If you lose the combat he will eat one of your Followers. If you don't have any Followers, you have to accept him instead. He will wait until you get a Follower which he will eat. Discard the Spirit after he satisfied his hunger.</div>
<div>2</div> <div>Person-Enemy</div> <div>Outlaws</div> <div></div> <div>Strength 4 (2x)</div> <div>The two outlaws will plunder and murder in the street. If you have no Gold or you give them all your Gold they let you pass. Otherwise they will attack. You have to win both combats; otherwise they will stay here until defeated.</div>	<div>2</div> <div>Animal-Enemy</div> <div>Enraged Bull</div> <div></div> <div>Strength 3</div> <div>The mob has opened the stables and maddened the breeding bull of the Noble Squire. He will attack everybody who enters the street and will remain here until defeated.</div>	<div>2</div> <div>Person-Enemy</div> <div>Dragon-Officer</div> <div></div> <div>Strength 4 (+?)</div> <div>The officer of the Dragon Cultists wants to spy out their new domain. If you lose the combat, he will take one of your weapons and you lose a Life. His Strength will increase by one for every weapon he has annexed. He will never attack members of the Dragon Cult.</div>	<div>3</div> <div>Person-Enemy</div> <div>Dragon-Muse</div> <div></div> <div>Craft 5</div> <div>The muse of the Dragon Cult will agonize your mind. If you lose the combat you will be dragged to the Sacrificial Stone (if in play) and lose a Life. She will never attack members of the Dragon Cult.</div>
<div>4</div> <div>Stranger</div> <div>Village-Bard</div> <div></div> <div>Somebody has knotted the bard to the high oak. You can free him and he will thank you with a song. Roll a die:</div> <div><div>1 Hated Songs: Take a Curse</div><div>2 Trivial: Lose a round</div><div>3-4 Canticle: Take a Blessing</div><div>5 Heroic epic: Take 1 Strength</div><div>6 Hymn: Take 1 Craft</div></div> <div>Afterwards he will disappear (discard).</div>	<div>5</div> <div>Object</div> <div>Explosives</div> <div></div> <div>An anarchist has lost his explosives. You can use them to bomb a Stranger or a Place. Discard the explosives and the bombed card. You can also bring back this dangerous Object to the Anarchist Guild in the City for a reward of 2 Gold. But this is against the Law in the City.</div>	<div>5</div> <div>Follower</div> <div>Noble Baroness</div> <div></div> <div>The Baroness wishes to leave the Village as soon as possible after the death of her husband. If you escort her to the Castle or City she will join you as a Follower and will give you a reward of 3 Gold when you reach the destination.</div>	<div>2</div> <div>Person-Enemy</div> <div>Villager</div> <div></div> <div>Strength 2 / Craft 1</div> <div>The villager is fed up with the chaos of the cultists. He will attack any Believer of the Dragon. He will join any other character and add his Strength/ Craft in any combat against Person-Enemies. If you lose combat with his help, he will die instead of you losing 1 Life.</div>
<div>6</div> <div>Place</div> <div>Royal Yacht</div> <div></div> <div>Anarchists have bombed the Royal yacht. Place this card on the Harbour in the Village. If you like you can dive down to the wreck and roll a die:</div> <div><div>1 Bends; lose 1 Life</div><div>2-3 Draw one Sea Realm card</div><div>4 Draw two Sea-Realm cards</div><div>5 Take 1 Gold</div><div>6 Take a Treasure-card</div></div>	<div>5</div> <div>Animal-Object</div> <div>Chicken</div> <div></div> <div>The chicken is a simple animal, it will follow anybody who feeds it. You can immolate the chicken in a combat with Animal- or Dragon-Enemies. It takes only a small wink to eat the chicken, but it gives you sufficient time to flee. Discard the chicken and the result of this combat is a Stand-Off.</div>	<div>1</div> <div>Event</div> <div>Lost Carriage</div> <div></div> <div>The carriage of the tax collector rolls down the street. Roll a die and add your Strength:</div> <div><div><5 Overrun, lose one Life</div><div>5-7 Hit, lose one Life or one Follower (your choice)</div><div>7-8 Avoided, nothing happens</div><div>>8 Stopped, Take 2 Gold as a reward</div></div>	<div>5</div> <div>Object</div> <div>Indulgence</div> <div></div> <div>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.</div>



<p>1 Event Grave Move</p>  <p>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.</p>	<p>1 Event Grave Robbers</p>  <p>While searching the graves robbers have found the remains of the famous Warlord Adlakhan. Every Evil aligned character with will be blessed. Take a Blessing card if you don't have one already. Nobody knows where the robbers have left the bones.</p>	<p>5 Plant-Object Moon Berry</p>  <p>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, ...</p>	<p>5 Follower Pathologist</p>  <p>The coroner can draw the last secrets from corpses. If you convert the experience from killed Strength based Enemies you can take a Craft instead of a Strength point.</p>
<p>1 Event Indulgence Trade</p>  <p>Regardless to the protests of the many monks, the High Temple in the City begins to sell Letters of Indulgence for a donation of 2 Gold. The trade of Indulgences will be ended by the Events: Succession, Fall of the King, Night of Tiamat, Crucifixion or Anarchy.</p>	<p>4 Stranger Pardoner</p>  <p>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.</p>	<p>4 Stranger Countess Basilisco</p>  <p>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.</p>	<p>3 Person-Enemy Dragon-Muse</p>  <p>Craft 5 The muse of the Dragon Cult will agonize your mind. If you lose the combat you will be dragged to the Sacrificial Stone (if in play) and lose a Life. She will never attack members of the Dragon Cult.</p>
<p>2 Animal-Enemy Wild Bull</p>  <p>Strength 3 Somebody has opened the Stables and freed the bull. He will attack everybody who enters the street and will remain here until defeated. If you win the combat you can count him as experience or accept him as a Follower. If you enter the Stables you can sell him for a reward of 2 Gold.</p>	<p>1 Event Fall of the King</p>  <p>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.</p>	<p>5 Magic-Object Holy Relic</p>  <p>This pale bone of St. Michael is a holy relic of the church. When praying with the bone in your hand (in the Shrine, Temple, High Temple, Chapel, Idol ...) you are blessed. Take a Blessing card if you do not already have one already. You can sell the Relic for 3 Gold in the Chapel.</p>	<p>5 Magic-Object Dark Almanac</p>  <p>The dark almanac is an evil book, which cannot be used by any Good player. You can use it only once but in four different ways:</p> <ul style="list-style-type: none"> - Kill a Stranger on your space - Change your Character - Hurl a Curse on an other player - Force the Warlock to give you a Talisman
<p>5 Animal-Object Chicken</p>  <p>The chicken is a simple animal, it will follow anybody who feeds it. You can immolate the chicken in a combat with Animal- or Dragon-Enemies. It takes only a small wink to eat the chicken, but it gives you sufficient time to flee. Discard the chicken and the result of this combat is a Stand-Off.</p>	<p>3 Person-Enemy Dragon-Muse</p>  <p>Craft 4 The muse of the Dragon Cult will agonize your mind. If you lose the combat you will be dragged to the Sacrificial Stone (if in play) and lose a Life. She will never attack members of the Dragon Cult.</p>	<p>5 Object Indulgence</p>  <p>The Letter of Indulgence will absolve your 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.</p>	<p>5 Object Indulgence</p>  <p>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.</p>



<p>5 Object</p> <p>Short Bow</p>  <p>You can use the Short Bow to fire arrows, increasing your Strength in combat by one. You cannot use the Short Bow and a Shield, Armour or another Weapon at the same time.</p>	<p>5 Object</p> <p>Short Bow</p>  <p>You can use the Short Bow to fire arrows, increasing your Strength in combat by one. You cannot use the Short Bow and a Shield, Armour or another Weapon at the same time.</p>	<p>5 Object</p> <p>Torch</p>  <p>While you carry the Torch in the Dungeon you may roll twice for movement and take either number as your movement. Plants will fear the fire. You may never have a Plant as a Follower while carrying the Torch.</p>	<p>5 Object</p> <p>Torch</p>  <p>While you carry the Torch in the Dungeon you may roll twice for movement and take either number as your movement. Plants will fear the fire. You may never have a Plant as a Follower while carrying the Torch.</p>
<p>5 Plant-Object</p> <p>Healing Bandage</p>  <p>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 "First Chill" strikes the land, you must discard the useless healing herbs.</p>	<p>5 Plant-Object</p> <p>Healing Bandage</p>  <p>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 "First Chill" strikes the land, you must discard the useless healing herbs.</p>	<p>5 Plant-Object</p> <p>Healing Bandage</p>  <p>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 "First Chill" strikes the land, you must discard the useless healing herbs.</p>	<p>5 Plant-Object</p> <p>Healing Bandage</p>  <p>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 "First Chill" strikes the land, you must discard the useless healing herbs.</p>
<p>5 Animal-Object</p> <p>Hunting-Dog</p>  <p>Strength 1 / Craft 1</p> <p>This hound will fight in your place in combat but will not add his score to yours if you fight. He can smell danger in the Forest. You will be safe there and do not need to roll a die.</p>	<p>5 Animal-Object</p> <p>Tracker-Dog</p>  <p>Strength 1 / Craft 1</p> <p>This tracking hound will fight in your place in combat but will not add his score to yours if you fight. He can smell danger in the Craggs. You will be safe there and do not need to roll a die.</p>	<p>5 Animal-Object</p> <p>Blood-Dog</p>  <p>Strength 1 / Craft 1</p> <p>This bloodhound will fight in your place in combat but will not add his score to yours if you fight. He smells blood easily. If you reach the Ruins you can roll a die. On a 5-6 you will find a hidden entrance into the <u>Dungeon</u>.</p>	<p>5 Magic Object</p> <p>Scroll</p>  <p>If you have one or more Spells, you can place one into this brittle Scroll. This Spell will not add to your amount of Spells any more. The Spell will be safe from spy outs and Events like the Magic Vortex. If the Spell in the Scroll will be used, you have to discard this Magic Object.</p>
<p>5 Object</p> <p>Indulgence</p>  <p>The Letter of Indulgence will absolve your 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.</p>	<p>5 Object</p> <p>Indulgence</p>  <p>The Letter of Indulgence will absolve your 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.</p>	<p>Mystic Brew 5 Mystic Brew</p>  <p>You hear some bad news by drinking the beer. The Baron in the Village has been murdered. Chaos spread by Bandits, Outlaws and Dragon-Cultists fills this lawless area. The expansion "Anarchy in the Village" has started.</p>	<p>5 Magic Object</p> <p>Scroll</p>  <p>If you have one or more Spells, you can place one into this brittle Scroll. This Spell will not add to your amount of Spells any more. The Spell will be safe from spy outs and Events like the Magic Vortex. If the Spell in the Scroll will be used, you have to discard this Magic Object.</p>

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