







<p>6 Tower-Place <b>Safe</b></p>  <p>The old grey vault weights several tons. It is said that the Magician stored 1-6 Bags of Gold and one spell written on a scroll in it. To open the Safe, you must roll under your Craft on two dice. Place the Safe on the discard pile after it has been cleared.</p>	<p>5 Magic Object <b>Runic Wand</b></p>  <p>This simple wooden Wand is very powerful. As long as you carry this item, you can move in either directions while in the Tower. If you meet an Eternal Champion he takes the Wand, gives you a Spell instead and leaves the Tower immediately without resorting to Combat.</p>	<p>3 Spirit-Enemy <b>Baneful Wight</b></p>  <p><b>Craft 5</b> An baneful Spirit followed you into the Tower. Your hope, that the Tower Magician would take care of this creature, vanishes. Now it is your turn to take action.</p>	<p>4 Eternal Champion <b>Erekose</b></p>  <p>Erekose rests himself after several fights with the Magician's creatures. Since you bothered him, roll a die:  1 Fights against you (Strength 6).  2 Interrogates you (miss one turn).  3 Kills one of your Followers.  4 Gives you one Bag of Gold.  5 Gives you one Spell.  6 Trains you (gain one Strength).</p>
<p>5 Object <b>Cash-Box</b></p>  <p>Lying on the table in front of you is the magicians Cash-Box. If you decide to collect the coins, exchange this card for two Bags of Gold Tokens.</p>	<p>6 Tower-Place <b>Secret Tunnels</b></p>  <p>A stone opens the way into the Tunnels which run beneath the Tower. On your next Turn, you may move to any space in the Tower.</p>	<p>5 Magic Object <b>Stormbringer</b></p>  <p>Elric has thrown away his cursed sword. If you decide to pick it up, you become Evil and enslaved by the Sword. You cannot drop this weapon. As long as you carry Stormbringer, you can add 2 to your Strength. However if you roll a 1 during a Combat, the sword kills one of your Followers.</p>	<p>6 Tower-Place <b>Idol</b></p>  <p>You may Pray here which the same results as at the Temple. If you are enslaved, you remain on this space until you free yourself. Once the Idol has been prayed to, it awakens and marches off in search for its long lost twin.</p>
<p>5 Object <b>Golden Key</b></p>  <p>The golden Key opens the Chest in the Black Tower. If you land on the Chest space, you can use the Key. The Chest will reveal a Talisman.</p>	<p>5 Follower <b>Jhary-a-Conel</b></p>  <p>Jhary-a-Conel, Follower of endless heroes, decides to join you on your quest. As long as he stays next to your side, you can add one to your Strength and Craft. However if you encounter an Eternal Champion, Jhary will leave. Place the Follower on the discard pile.</p>	<p>4 Ethernal Champion <b>Elric of Melnibon</b></p>  <p><b>Craft 6</b> Elric himself challenges all Characters of Good or Neutral Alignment. If you fail, he will take one Life and one Magic Object which he gives to the next Evil Character to land on him.</p>	<p>4 Ethernal Champion <b>Prince Corum</b></p>  <p><b>Strength 6</b> Prince Corum challenges all Characters of Evil or Neutral Alignment. If you fail, he will take one Life and one Magic Object which he gives to the next Good Character to land on him.</p>
<p>5 Magic Object <b>Eye of Corum</b></p>  <p>This is the legendary Eye of Corum. As long as you carry the Eye, you will gain one point of Craft. If you also own the Hand of Corum, you may bring back your dead Enemies to fight by your side in Combat. They will add their Strength to your for one round before fading into discard pile.</p>	<p>1 Event <b>Curse of the Mage</b></p>  <p>The crazy Black Tower Magician was informed about your arrival. He will immediately take you to his space in the Tower. In addition, each card in the Tower is moved 1-6 spaces clockwise.</p>	<p>1 Event <b>Crumbling Tower</b></p>  <p>During arrival in another dimension, the walls of the Tower starts to crumble. Roll a die for each card in the Tower. On a die roll of 1-4, the card is thrown to the Discard Pile dimension.</p>	<p>2 Animal-Enemy <b>Cat</b></p>  <p><b>Strength 2</b> Jhary-a-Conel's Cat is roaming through the Tower. As she jumps into your face, you discover how much you like animals.</p>

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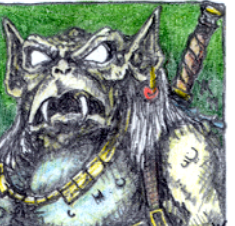


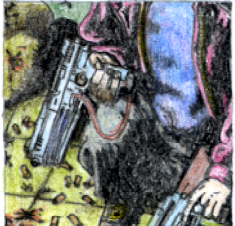
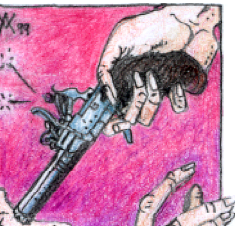
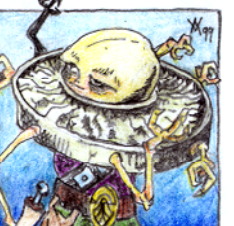






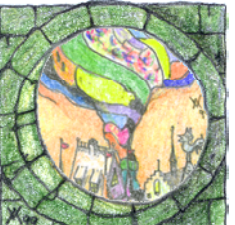

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<p>5 Magic Object <b>Hand of Corum</b></p>  <p>This is the legendary Hand of Corum. As long as you carry the hand, you will gain one Strength point. If you also own the Eye of Corum, you may bring back your dead Enemies to fight by your side in Combat. They will add their Strength to your for one round before fading into discard pile.</p>	<p>2 Tower-Enemy <b>Tower Creature</b></p>  <p><b>Strength 4</b></p> <p>One of the Magician's Creatures blocks your way. It will fight without fear until it is defeated.</p>	<p>2 Tower-Enemy <b>Tower Creature</b></p>  <p><b>Strength 4</b></p> <p>One of the Magician's Creatures blocks your way. It will fight without fear until it is defeated.</p>	<p>2 Tower-Enemy <b>Tower-Creature</b></p>  <p><b>Strength 4</b></p> <p>One of the Magician's Creatures blocks your way. It will fight without fear until it is defeated.</p>
<p>5 Follower <b>Roland of Gilead</b></p>  <p>Roland the Gunslinger joins your party and increases your Strength by two. He also shows the way to use a dimensional rift, you encounter in the Timescape, to enter the Village. If you enter the middle Region, Roland leaves you. Before he leaves, he gives you one of his Guns (draw a Gun card).</p>	<p>5 Object <b>Gun</b></p>  <p>Roland the Gunslinger left you one of his Guns. The Gun is loaded with 6 bullets and increase your Combat Strength by two for six different combats. However, the six shells were soaked by water. Roll a die for each shot: On a die roll of 1-2, the Gun misfires.</p>	<p>5 Object <b>Gun</b></p>  <p>Roland the Gunslinger left you one of his Guns. The Gun is loaded with 6 bullets and increase your Combat Strength by two for six different combats. However, the six shells were soaked by water. Roll a die for each shot: On a die roll of 1-2, the Gun misfires.</p>	<p>1 Event <b>Foreign Visitors</b></p>  <p>Draw one Dragon Tower card. The card remains for one round only.</p>
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<p>4 Eternal Champion <b>Duke of Cologne</b></p>  <p>Doran Falkenmond has withdrawn from the creatures of the Tower. His sword has been broken. If you will give him a new weapon, he will exchange it for a Spell he has stolen from the Magician's Library.</p>	<p>1 Event <b>Black Tower</b></p>  <p>The air becomes dark when the Black Tower appears. It will remain here for one round (until it is your turn again). If you decide to enter, place your character at the entrance space at the Black Tower Board. After the duration of one round the Tower disappears in the same way.</p>	<p>1 Event <b>Magic Twister</b></p>  <p>The Black Tower vibrates as the crazy Magician causes a Twister to destroy the land. All players lose their Spells. Place them in the Spellbook of Volodion Ghagnasdiak in the Black Tower.</p>	<p>6 Tower-Place <b>Vault</b></p>  <p>While you are searching in the rooms of the Tower, you have find an entrance to the Vault of this building. Put the card on one of the exits of the Black Tower. If you enter the Vault, put your Character at the entrance of the Dungeon.</p>





<p>1 Event</p> <p><b>Magic Twister</b></p>  <p>The Tower vibrates as the crazy Magician causes a Twister to destroy the land. All players lose their Spells. Place them in the Spellbook of Volodion Ghagnasdiak.</p>	<p>6 Plant-Place</p> <p><b>Cornfield Circles</b></p>  <p>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:</p> <ol style="list-style-type: none"> <li>1: Black Tower card;</li> <li>2: Dungeon card;</li> <li>3: Timescape card;</li> <li>4: City card;</li> <li>5-6: Adventure card.</li> </ol>	<p>6 Place</p> <p><b>Pentacle</b></p>  <p>The old Pentagram on the ground has enough energy left for one Teleport. Choose your target: Warp Gate, Laboratory in the Black Tower, Enchantress or Magical Doorway.</p>	<p>Spell</p> <p><b>Magic Vortex</b></p>  <p>The earth vibrates as you cause a magic Twister to destroy the land. All players lose their spells. Place them in the Spellbook of Volodion Ghagnasdiak in the Black Tower.</p>
<p>4 Stranger</p> <p><b>Crypt Creature</b></p>  <p>A Crypt Creature is interested in you.</p> <ol style="list-style-type: none"> <li>1 Teleport (according to Vortex-Table)</li> <li>2 Teleport one of your Followers 1-6 spaces clockwise.</li> <li>3 Free Teleport in your Region.</li> <li>4 Eliminates one of your Followers.</li> <li>5 Takes all Magic Objects from you.</li> <li>6 Teleport to the Black Tower Entrance.</li> </ol>	<p>4 Stranger</p> <p><b>Will o' the Wisp</b></p>  <p>A Will o the Wisp tries to escort you to forgotten places. If you follow it, you find yourself at the:</p> <ol style="list-style-type: none"> <li>1 Graveyard.</li> <li>2 Ruins.</li> <li>3 Lost City in the Crag.</li> <li>4 Cursed Glade.</li> <li>5 Entrance to the Dungeon.</li> <li>6 Entrance to the Black Tower.</li> </ol>	<p>5 Follower</p> <p><b>Earl of Beck</b></p>  <p>The Earl of Beck is an adventurer who has traveled 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.</p>	<p>1 Event</p> <p><b>Flood</b></p>  <p>Enormous rainfalls flood the land. Every card, which is not on the Crag or the Chasm is swept in the dirty water. The same applies the City, Dungeon, Village and the Forest realm. For one round you can only draw Sea Realm cards in these Regions.</p>
<p>3 Spirit-Enemy</p> <p><b>Mind Flayer</b></p>  <p><b>Craft 7</b></p> <p>You encounter a Mind Flayer lurking in the shadows where it will remain until killed. If you are defeated in Psychic Combat, you lose one Craft and you will be imprisoned in the Keep of the Black Tower as fresh meat for him.</p>	<p>4 Stranger</p> <p><b>Blind Ferryman</b></p>  <p>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.</p>	<p>1 Event</p> <p><b>Inheritance</b></p>  <p>The Rag Picker in the village has earned an Inheritance of an old wizard. Put one Treasure Card on his shop. The first player who enters his shop in the Village can buy the unknown card for 3 Bags of Gold.</p>	<p>1 Event</p> <p><b>Magic Twister</b></p>  <p>The City vibrates as the crazy Magician causes a Twister to destroy the land. All players lose their Spells. Place them in the Spellbook of Volodion Ghagnasdiak in the Black Tower.</p>
<p>1 Event</p> <p><b>Black Tower</b></p>  <p>The air becomes dark when the Black Tower appears. It will remain here for one round (until it is your turn again). If you decide to enter, place your character at the entrance space at the Black Tower Board. After the duration of one round the Tower disappears in the same way.</p>	<p>1 Event</p> <p><b>Black Tower</b></p>  <p>The air becomes dark when the Black Tower appears. It will remain here for one round (until it is your turn again). If you decide to enter, place your character at the entrance space at the Black Tower Board. After the duration of one round the Tower disappears in the same way.</p>	<p>1 Event</p> <p><b>Black Tower</b></p>  <p>The air becomes dark when the Black Tower appears. It will remain here for one round (until it is your turn again). If you decide to enter, place your character at the entrance space at the Black Tower Board. After the duration of one round the Tower disappears in the same way.</p>	<p>1 Event</p> <p><b>Black Tower</b></p>  <p>The air becomes dark when the Black Tower appears. It will remain here for one round (until it is your turn again). If you decide to enter, place your character at the entrance space at the Black Tower Board. After the duration of one round the Tower disappears in the same way.</p>

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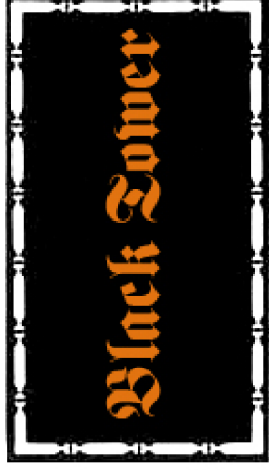
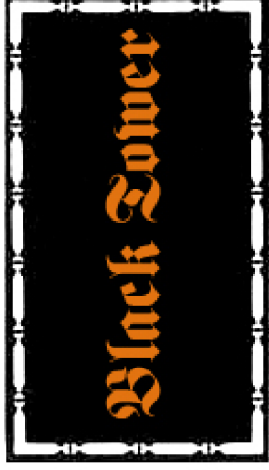
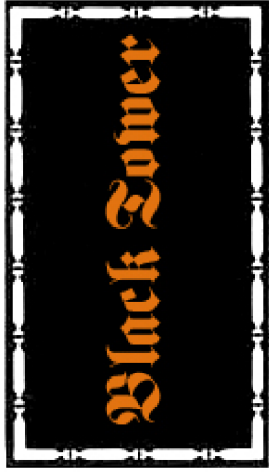
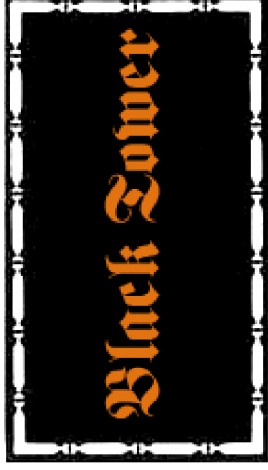
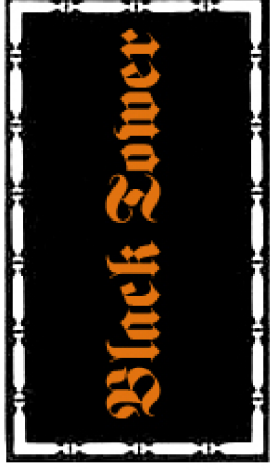
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<p>3 Spirit-Enemy <b>Homunculus</b></p>  <p><b>Craft 5</b></p> <p>The Familiar of the mad Magician is as evil as his master. If you lose the combat with him, he will eat your Familiar. Discard your Familiar card. If you don't have any Familiar, he will steal all your Spells and place them in the Laboratory of the Tower.</p>	<p>3 Spirit-Enemy <b>Tower Ghoul</b></p>  <p><b>Craft 4</b></p> <p>The Tower Creatures has banished the Ghoul from the cellar. Now he will hunt here until killed. The Ghoul Character can take him as a follower. The Tower Ghoul will fight one psychic combat in his place.</p>	<p>5 Magic Object <b>Familiar Scroll</b></p>  <p>This Scroll has been written by the Wizard Volodon Ghagnasdiak himself. If you cast the spell the scroll crumbles to dust and you will get an additional Familiar of your choice. Take one of the available Familiar cards.</p>	<p>5 Magic Object <b>Magic Folio</b></p>  <p>Only a few people know the power of this magic folio. If you use the spells in this book, you can switch your Familiar with one of another player. The Mystic (Village), Magic Emporium (City), Wizard's discipline or Library will give 1 Craft in exchange of the book.</p>
<p>Familiar <b>Homunculus</b></p>  <p>The Homunculus-Familiar is mental bonded to his owner. He can't be stolen or killed. You can sacrifice your Familiar to enter or exit (to the Ruins) the Black Tower immediately. You can also sacrifice your Familiar to get a Talisman at the warlock's cave without fulfilling a special quest.</p>	<p>6 Place <b>Wine Cellar</b></p>  <p>You found the secret entrance into the wine cellar of the Magician. The player to your right take 3 Mystic Brew cards and read out the name of the labels. You have to choose one without knowing the instruction. Drink the Mystic Brew immediately and discard the cellar and the brew afterwards.</p>	<p>1 Event <b>Volodion's Curse</b></p>  <p>The wizard Volodion Ghagnasdiak haunts the land. The Black Tower will appear for 1 Round at the Ruins. By casting spells the mad wizard steals every Familiar in the land and imprisons them in The Keep (Black Tower). Every visitor may take one Familiar per visit if he enters The Keep.</p>	<p>5 Magic Object <b>Familiar Seal</b></p>  <p>This Seal 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 2. The Mystic (Village) and the Magic Emporium (City) will give you a Mystic Brew for this Seal.</p>
<p>1 Event <b>Rumor</b></p>  <p>Rumor of an unbelievable treasure are spread through the City. Roll a die and place a treasure card upside down on:</p> <ol style="list-style-type: none"> <li>1: Ruined Dragon-Temple (Village),</li> <li>2: Ruins (outer Region),</li> <li>3: Dense Forest (Forest),</li> <li>4: Lost City (Crags),</li> <li>5: Dessert (next to the Temple),</li> <li>6: Plain of Peril.</li> </ol>	<p>4 Stranger <b>Tour Guide</b></p>  <p>The Tour Guide offers you a unique holiday trip for cheap Gold (G):</p> <ul style="list-style-type: none"> <li>1G: Praying in the <u>Chapel</u> or</li> <li>1G: Shopping at <u>Annual Fair</u> or <u>Market</u> (if already drawn) or</li> <li>2G: Skiing at the <u>Foothills</u> (Crags) or</li> <li>2G: Visiting the Royals (Castle) or</li> <li>2G: Horror in the <u>Black Tower</u> or</li> <li>3G: Chilling in the <u>Limbo</u> (Timescape).</li> </ul>	<p>1 Event <b>Black Tower</b></p>  <p>The air becomes dark when the Black Tower appears. It will remain here for one round (until it is your turn again). If you decide to enter, place your character at the entrance space at the Black Tower Board. After the duration of one round the Tower disappears in the same way.</p>	<p>1 Event <b>Black Tower</b></p>  <p>The air becomes dark when the Black Tower appears. It will remain here for one round (until it is your turn again). If you decide to enter, place your character at the entrance space at the Black Tower Board. After the duration of one round the Tower disappears in the same way.</p>
<p>5 Object <b>Black List</b></p>  <p>This list contains all corruption in the Royal administration. You can use this list in the Castle to get one of the following Master-Level-Character: King's Champion, High Mage, Secret Police, Templar, Herald or Sheriff. You can also use the list to become a chief witness and avoid to be arrested by a law event. Discard the List after use.</p>	<p>6 Place <b>Changed Exit</b></p>  <p>Place this card on the nearest Exit. The Tower has changed the destination of this exit in an unexpected way. Roll a die if you want to leave through this exit:</p> <ol style="list-style-type: none"> <li>1 Ruins of Dragon Temple (Village)</li> <li>2 Mountain Pass (Crags)</li> <li>3 Glade (Forest)</li> <li>4 Library (Dungeon)</li> <li>5-6 Astral Plane (Timescape)</li> </ol>	<p>Mystic Brew <b>TREASURE CHEST</b></p>  <p>This pale ale will fulfill all your dreams. Take one Treasure Card and discard the ale. Raise your Glass to find a cure.</p>	<p>Mystic Brew <b>Power ROOT BEER</b></p>  <p>After drinking this root beer, you find yourself at the Banner Space in the Black Tower. Nobody knows how this can happen.</p>





<div>5</div> <div>Magic Object</div> <div>Magic Carpet</div> <div></div> <div>While you ride the Magic Carpet, you may roll 2 dice for Movement and choose from the lowest to the highest. It will only carry a combined total of six Objects and Followers. It will only function in the Middle or Outer Regions.</div>	<div>5</div> <div>Magic Object</div> <div>Sigil of Power</div> <div></div> <div>While in possession of this artifact, you may add one to each attack you make in both Combat and Psychic Combat.</div>	<div>5</div> <div>Object</div> <div>Platinum Coin</div> <div></div> <div>The Platinum Coin has a value of 5 Bags of Gold. You can use it in all Regions (Village, City, Dungeon, Outer Region, Middle Region, Realms and Timescape).</div>	<div>5</div> <div>Magic Object</div> <div>Flame Sword</div> <div></div> <div>While you have the flaming sword, you may: 1. Add 2 to your strength for any combat you use it. 2. Automatically defeat any Water Elemental. You gain no bonus against Dragons or Fire Elementals.</div>
<div>5</div> <div>Magic Object</div> <div>Talisman</div> <div></div> <div>Only if you have a Talisman may you enter the Valley of Fire.</div>	<div>5</div> <div>Magic Object</div> <div>Aladdin's Lamp</div> <div></div> <div>You may have 1-6 Wishes (Spell, Gold, Craft, Life, Strength or Teleport). You must use all of the Wishes in one turn as the lamp burns out after you start. You may start using the lamp at any time.</div>	<div>5</div> <div>Magic Object</div> <div>Enchanted Shield</div> <div></div> <div>If, as a result of a Combat or a hostile Spell, you lose a Life, roll a die. If you roll a 5 or 6, the Shield protected you and you did not lose a Life, however you still lost the Combat.</div>	<div>5</div> <div>Magic Object</div> <div>Dragon's Teeth</div> <div></div> <div>These Teeth may be planted before combat to produce 1-6 Skeletons (Strength 3 each) which will add their Strength to yours for the rest of this turn before they will crumble to dust.</div>
<div>5</div> <div>Magic Object</div> <div>Caedacus</div> <div></div> <div>Roll one die for the number of Lives gained from this living object before it flies off to the Discard Pile.</div>	<div>5</div> <div>Magic Object</div> <div>Bracers of Dexterity</div> <div></div> <div>You may either roll an extra die during Combat or use two pieces of Armor after a lost Combat. The Armor used may not be of the same type (eg two Shields). Roll first on one and then on the second.</div>	<div>5</div> <div>Magic Object</div> <div>Amulet of Spells</div> <div></div> <div>This Amulet will automatically store Spells as others cast them onto the holder. Stored Spells may be cast by the holder. It will hold up Spells 3 times before being destroyed. It will not work on the Command Spell.</div>	<div>5</div> <div>Magic Object</div> <div>Wand of Offense</div> <div></div> <div>To use, roll one die before combat: 1. Nothing happens. 2. Opponent loses one Life. 3. Opponent loses one Strength. 4. Opponent loses one Craft. 5-6 Opponent teleports to the Keep in the Black Tower, along with this Wand.</div>
<div>5</div> <div>Magic Object</div> <div>Scepter of Authority</div> <div></div> <div>While you are in possession of this Scepter, you are not affected by Law cards, you may enter the City without checking the guard, you may heal back to your starting quota for free at the Castle (Middle Region) or the Doctor and may ignore the effects of the Guard Room and the Torture Chamber.</div>	<div>5</div> <div>Object</div> <div>Plate Armor</div> <div></div> <div>If, as a result of Combat, you have just lost a life, roll one die. If you roll a 3 or higher, the Plate Armor protected you and you not lose a life, though you did lose that Combat.</div>	<div>5</div> <div>Object</div> <div>Crossbow</div> <div></div> <div>This weapon allows you to fire quarrels at opponents up to four spaces away. Combat takes place as normal, except that if you lose, you do not lose a Life. Attacks made with the Crossbow are at Strength 5.</div>	<div>5</div> <div>Object</div> <div>5 Bags of Gold</div> <div></div> <div>Exchange immediately for 5 Bag of Gold Tokens and then place on the Discard Pile.</div>

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