









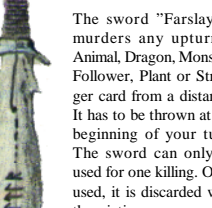

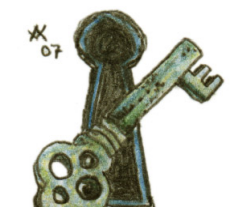

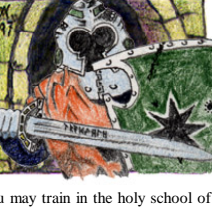




<p>1 Event</p> <p><b>Starrain</b></p>  <p>Dark clouds open and 1d6 bags of Gold rain to this space. You can collect them instantly.</p>	<p>1 Event</p> <p><b>Succession</b></p>  <p>The old King is dead and all Characters in the land have to go to the Royal Castle to swear allegiance to the new King. Characters that don't go to the castle are issued a Warrant.</p>	<p>1 Event</p> <p><b>Ragpicker</b></p>  <p>The ragpicker searches the land for unused Objects. He picks up all of them and brings them to the Trader in the Village. There you can buy them for 2 Gold each.</p>	<p>1 Law-Event</p> <p><b>False Conviction</b></p>  <p>The highest Royal judge has charged you; take a Warrant. You do not know the source of this intrigue. If you are a Noble, the Sheriff, the Royal Champion or escorted by the Prince or the Princess you can turn aside this false charge.</p>
<p>2 Monster-Enemy</p> <p><b>Rust Monster</b></p>  <p><b>Strength 3</b></p> <p>A friendly Rust Monster will remain here, looking for an armor casserole until it is killed. After the combat, you will lose a random Object unless you beat the starving critter by at least 5. Objects that are Animals, or that hold other Objects are immune.</p>	<p>2 Monster-Enemy</p> <p><b>Goblyn</b></p>  <p><b>Strength 4</b></p> <p>A clumsy-looking Goblyn inhabits this area. It will remain here until killed. Before your combat with the Goblyn, roll one die. If you do not roll less than your current Craft, you must divide your base Combat score by two (rounding up) due to surprise. The Goblyn cannot become your Follower.</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 Law-Stranger</p> <p><b>Tax Collector</b></p>  <p><b>Strength 5</b></p> <p>The Royal Tax Collector carries the tax of 6 bags of Gold from the Village to the Royal Castle. At the beginning of each round the Tax Collector moves one space towards the City. If you land on the card, you can fight the guards; take a Warrant. If you lose, they steal all your Gold and the guards bring you to the judiciary in the City.</p>
<p>5 Object</p> <p><b>Bank-Book</b></p>  <p>The old bank-book promises a credit of two Gold. Bring it to the bank in the City and you get 2 Gold. In addition, you get interest of another 2 Gold. If the book keeper is your Follower, the interest increases to 3 Gold.</p>	<p>5 Object</p> <p><b>Red Gem</b></p>  <p>If you are the owner of this valuable gem, you can use it instead of using bags of Gold. Roll a dice to see its value, accepted by the tradesman.</p> <ul style="list-style-type: none"> <li>1 nothing;</li> <li>2-4 1 Gold;</li> <li>5 3 Gold;</li> <li>6 Take any Object or Spell, which is for sale in this shop.</li> </ul>	<p>5 Magic Object</p> <p><b>Heart of Ironman</b></p>  <p>Whoever owns the heart of the Iron Sentinel can evade him when crossing into the Middle Region. The heart is made of steel. The dealer in the Village will pay you two Gold for the artifact.</p>	<p>5 Object</p> <p><b>Call-up Order</b></p>  <p>The call-up paper was sealed by the King but there is no name on it. You can write in a name of one of your competitors in your region. He has to move in direction of the city at any time until he reach the gates. There he can discard the call-up order, has to conscript for one round and will get a sword. If he lose the way to the city, he will get a warrant.</p>
<p>5 Object</p> <p><b>Dragon Mask</b></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 Dragon Cult member (see card). Roll one dice, on a 4-6 the deception works.</p>	<p>5 Follower</p> <p><b>Ghosthunter</b></p>  <p>The Duke van Richten is one of the famous ghost-hunters. As a Follower, he adds 2 to your Combat score against Spirits. However, if you enter the Graveyard, he will leave you to fight for himself (discard him).</p>	<p>6 Place</p> <p><b>Milestone</b></p>  <p>Deep in the grass there is an old milestone which will lead you to the Village, City, Chapel, or the Castle in the middle region. If you don't roll a dice for movement you can step directly to one of these places. The milestone then sinks back into the ground.</p>	<p>1 Event</p> <p><b>Benevolence</b></p>  <p>Each Character presents one Object he owns to a player who has less Objects (clockwise, you begin). If this Character has no Objects or the lowest quantity, he will be relieved from the obligation.</p>

## Economy and Rulership I



<p>1 Event</p> <p><b>Remaining Stock</b></p>  <p>The Trader in the Village has bought the remaining stock of an alchemist. Put three Mystic Brew cards upside down on his shop. Each Mystic Brew costs one bag of Gold. He will sell them without guaranteeing their success.</p>	<p>1 Event</p> <p><b>Population Census</b></p>  <p>The King has ordered a census of his population. All players must return to their starting spaces. Noblemen instead may go to the Royal Castle. All Strangers leave the country for the discard pile. Any player who refuses is assigned a Warrant-Card.</p>	<p>1 Event</p> <p><b>Unique Offer</b></p>  <p>The Trader in the Village must bring a gift to the Baron. He offers you one Gold for a Magic Object. If you don't want to make the trade, all other players are asked in clockwise order. If all players decline, he increases the offer to two Gold (same procedure). If all players decline, he steals a random Magic Object from one of the players.</p>	<p>1 Event</p> <p><b>Inheritance</b></p>  <p>The Trader in the Village has received an inheritance of an old wizard. Put one Treasure Card upside down 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>2 Animal-Enemy</p> <p><b>Tarantula</b></p>  <p><b>Strength 3</b></p> <p>This small spider is often ignored, however her poison can be deadly. If you are defeated in Combat, you lose 2 lives. A tarantula trophy can be sold at the Alchemist for one Gold.</p>	<p>2 Monster-Enemy</p> <p><b>Giant-Scorpion</b></p>  <p><b>Strength 4 (each)</b></p> <p>Scorpions have dug new holes in front of the entrance of the Temple. Now they don't like anybody entering this space. Place this card on the Temple. You have to defeat them twice before they give up.</p>	<p>3 Spirit-Enemy</p> <p><b>Rusalkhi</b></p>  <p><b>Craft 5</b></p> <p>Princess Rusalkhi inhabits the tombs of the Castle (middle region). You cannot visit the Castle without fighting the ghost. But before you fight this mighty night creature, she casts against you the last two Spells of the discard pile. Suffer their effects (if possible) and then Combat.</p>	<p>4 Stranger</p> <p><b>Herbalistin</b></p>  <p>The old Herbalistin wants to sell her goods to improve her life. If you buy nothing, she will go 1d6 spaces clockwise to find a better place for selling. If she arrives at the Village, Castle, City or a Law-Card, she will be burned as a hag.</p> <p>Mag. Brew 3 Gold; Water 1 Gold; Bandage 2 Gold; Torch 2 Gold; Mule 3 Gold; Spell 2 Gold.</p>
<p>4 Stranger</p> <p><b>Duke of Prattle</b></p>  <p>The King has chosen the Duke of Prattle to end the Dragon nuisance. However, the Duke refuses to get his hands dirty. Instead, he offers a Novle title to the first person that brings him a slain Dragon. After that he becomes the new minister of nuisance.</p>	<p>5 Magic Object</p> <p><b>Magic Deck</b></p>  <p>At the beginning of your turn you may draw a magic card.</p> <p>1 Ace Become a toad, 2 King All Followers are turned into Gold, 3 Queen Gain one Craft, 4 Jack Gain one Life, 5 Ten Gain one Spell, 6 Joker Deck disappears.</p>	<p>5 Magic Object</p> <p><b>Farslayer</b></p>  <p>The sword "Farslayer" murders any upturned Animal, Dragon, Monster, Follower, Plant or Stranger card from a distance. It has to be thrown at the beginning of your turn. The sword can only be used for one killing. Once used, it is discarded with the victim.</p>	<p>5 Object</p> <p><b>Antimagic-Elixir</b></p>  <p>You may use this strange liquid when you land on another Character or over a Curse or a Magic Object (yours, free or held by an attacker). It removes any magic from the Object which it has been applied on. Discard the Curse/ Magic Object and the Elixir.</p>
<p>5 Object</p> <p><b>Portal Key</b></p>  <p>This indestructible key permits you to open the Portal of Power without rolling the die. The Anarchists' Guild will give you a bag of Gold substitutional for this key.</p>	<p>5 Follower</p> <p><b>Lancelot du Lake</b></p>  <p>The knight is on a quest to find the Holy Grail. He will leave you if you are (1) evil, (2) try to leave a region in which the Holy Grail resides, (3) don't attack the Character who carries the Grail, or (4) try to enter the Graveyard. He adds two to your Strength and will carry the Grail for you.</p>	<p>6 Place</p> <p><b>Gladiator School</b></p>  <p>You may train in the holy school of the Labienus-Cult. Fight a Combat against a gladiator of Strength 6. If you lose, you gain one Strength and lose one turn for each point you are been beaten in the Combat divided by two (round up).</p>	<p>4 Stranger</p> <p><b>Labienus Cult</b></p>  <p>The Highpriest of the Gladiator-Cult wants to form an opinion about you.</p> <p>1 You become a holy toad. Discard all Followers and Objects. 2 Fight a Gladiator (Strength 4) 3 Miss one Turn. 4 Get a two-handed or regular sword. 5 Gain 2 Lives. 6 Gain 1 Strength.</p>



<p>1 Event</p> <p><b>Banquet</b></p>  <p>The King has invited all Nobles to his "Red Banquet" in the Castle. Every player in possession of a Nobleman card who does not have a Warrant may come to the Castle and is healed to his starting quota for free. At the end of the evening, the King searches for an Ambassador and the Nobles may bid for the Herald Character Card.</p>	<p>1 Event</p> <p><b>Bounty</b></p>  <p>The King is fed up with the continuing number of outlaw raids. Thus, he has decided to stake the heads of captured Outlaws as a deterrent. Place this card at the Castle. You may trade in slain human Enemies (Bandit, Cultists, etc);</p> <p>1st Enemy 1 Bag of Gold 2nd Enemy Gain a Nobleman card 3rd Enemy Become the new the King's Champion!</p>	<p>1 Event</p> <p><b>Confession</b></p>  <p>A male member of the Royal House has been connected with a scandal. Your mother tells you, that the person is your real father. If you wish, you can make this public and take a Nobleman card, but your mother would not like you to do so.</p>	<p>1 Event</p> <p><b>Firework-Show</b></p>  <p>The King has ordered a great show of fireworks. All players who want to visit this spectacle may come to the Tavern and roll dice on the Tavern-table. Noblemen who want to come celebrate in the exclusive Royal marquee and receive a Magic Brew for free!</p>
<p>2 Animal-Enemy</p> <p><b>Puma</b></p>  <p><b>Strength 2</b></p> <p>This black cat hunts through the high grass. It wants to know how you taste?</p>	<p>2 Person-Enemy</p> <p><b>Dragon-Cultist</b></p>  <p><b>Strength 5</b></p> <p>If you lose and the Cultists are still in power, you will be dragged into court and lose a Life. If the government is free of cultists you only lose a Life. The Cultist will never attack members of the Dragon Cult.</p>	<p>2 Animal-Enemy</p> <p><b>Worg</b></p>  <p><b>Strength 3</b></p> <p>A pale dire wolf hunts in this region. You cannot use a Horse (even a Warhorse) against this Animal. There is a legend, that Orcs are able to ride this animal.</p>	<p>3 Spirit-Enemy</p> <p><b>Bloody Bones</b></p>  <p><b>Craft 3</b></p> <p>The bloody skeleton is made of bones and ragged clothes. He wants to get some meat between his rooting teeth. Will you be his victim?</p>
<p>4 Stranger</p> <p><b>Cursed Frog</b></p>  <p>The cursed toad is a victim of the evil witch. You can kiss it and see what it turns into.</p> <p>1= No result, the toad waits for a better kiss, 2= Becomes a Dragon Strength 7 3= Becomes a Goblin Strength 2 4= Becomes a Merchant, get 2 Gold 5= Becomes a Fighter, get a Shield 6= Becomes a Wizard, gain one Spell.</p>	<p>4 Stranger</p> <p><b>High Priest</b></p>  <p>You have had the honour to encounter the High Priest. He is benefit from the gods themselves and are furnished with astonishing powers. Immediately remove the 2 nearest Spirits in this Region. Then you can pray to the gods as you would in the High Temple before the Priest goes to the discard pile.</p>	<p>5 Object</p> <p><b>Short Bow</b></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 Shield at the same time. In combat against Animal Enemies your Strength is increased by two.</p>	<p>5 Magic Object</p> <p><b>Elder's Wand</b></p>  <p>If your starting Craft is:</p> <p>1-2 You don't understand its use 3-4 Add 1 to your Craft in Combat 5+ Add 2 to your Craft in Combat Besides, every time you lose one or more Lives for an Event or a Combat with spirits, you gain one Spell.</p>
<p>5 Follower</p> <p><b>Earl of Beck</b></p>  <p>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.</p>	<p>5 Follower</p> <p><b>Clone</b></p>  <p>This curious Follower is a master of disguise. He can copy the appearance of any Follower of other players standing on the same space. You can exchange the copied Follower (of the other character) with your Clone. The Clone will never become your Follower again.</p>	<p>6 Place</p> <p><b>Monument</b></p>  <p>The King is looking for sponsors to build a rather expensive monument. If you donate some Gold, you may roll a dice. If the result is equal or lower to the amount of Gold you have contributed, the King ennobles you and you may take a Nobleman card.</p>	<p>6 Place</p> <p><b>Lottery</b></p>  <p>The King needs money and thus has organised a Lottery. You may buy a ticket for one Gold Roll a dice.</p> <p>1-3 washout 4 you win one Bag of Gold 5 you win two Bags of Gold 6 you win a Nobleman card</p> <p>The Lottery ends when a player has won the Nobleman card.</p>



<p>1 Law-Event <b>Royal Pennon</b></p>  <p>Royal Pennons are searching the land for bandits. All players who have attacked another character during the game are escorted to the Royal Castle. They stay here until they roll 1 or 2 for the movement. Nobleman only have to roll a 1, 2 or 3 to escape.</p>	<p>1 Event <b>Handbag</b></p>  <p>The Queen needs a new handbag (although she already has eight of them). Most en vogue are handbags made of Dragon skin, but Saurian or Crocodile skin is fashionable as well. The first player to bring such a slain Enemy to the Royal Castle receives three Gold and a Nobleman card.</p>	<p>1 Event <b>Special Sale</b></p>  <p>The ragpickers overcrowd the land on a new promotion tour. Each Character must sell on object for one bag of gold. They also pick up all unused objects in the land and bring all their collected goods to the dealer in the village. There you can buy them for 2 Gold each.</p>	<p>1 Event <b>Spring to Arms</b></p>  <p>The King concentrates his Royal Army for War. Every Character can join him, noblemen must or get a Warrant. Lose one round in the war and roll a dice: 1-2 Wounded; lose one life 3-4 Loot; take one gold 5 Knighted; become nobleman 6 Victory; gain one Strength</p>
<p>2 Animal-Enemy <b>Giant Frog</b></p>  <p><b>Strength 4</b> A huge frog sits in a brown pool and waits for food. He makes a big jump and lands just in the front of you. Fight !</p>	<p>2 Monster-Enemy <b>Gambado</b></p>  <p><b>Strength 4</b> A cruel Gambado jumps out of a dark rock-cave. He will stay here until defeated.</p>	<p>3 Spirit-Enemy <b>Night Shadow</b></p>  <p><b>Craft 5</b> If you lose the Combat, lose 1 Life and take it as a Cursed-Follower. Each time you lose one or more turns, the Shadow becomes boring and will attack you. You have to fight him again.</p>	<p>4 Stranger <b>Honorary-Consul</b></p>  <p>The rich Honorary Consul has great influence at the King's court. For two Gold he will use his influence in your favour and you will gain a Nobleman card. For one bag of Gold you will be cleared of a Warrant card. Once he has received some Gold, he will return to the City to look after his business. Place this card on the Discard pile.</p>
<p>6 Place <b>Drachenreitkier</b></p>  <p>Somebody has left his tethered dragon near this old tower. You can try to free him. Discard this dragon and roll a dice: 1 Dragon attacks (Strength 7) 2-3 Dragon escapes, no effect 4-5 Dragon pays a reward of 1 Gold 6 Dragon takes you for a free ride on his back to any space in the Outer or Middle region. Then he disappeared breathing fire at the discard pile.</p>	<p>5 Magic Object <b>Winged Helmet</b></p>  <p>This Helmet has been removed from the treasure of the dead Eagle-King. He allows you to make one teleport to: - Lost City (Crags, Mountain Realm) - Dense Wood (Forest, Woods Realm) - Ruins (Outer Region) Change this card after the teleport into a Purchase-Helmet card.</p>	<p>5 Magic Object <b>Tavern Coin</b></p>  <p>This coin is not pressed by the royal bank. You can use it as currency equivalent to one bag of gold. After using this coin as payment, the coin disappears and turns up in the Tavern, where it can be picked up again.</p>	<p>5 Animal-Object <b>Warlion</b></p>  <p>Nobody knows who has tamed this lion. It allows you to charge into Combat and add 2 to your Strength in Combat. If you are defeated and would normally lose a Life, the Warlion is lost instead. It allows you also to add one to your die roll for movement, but you have leave your Followers behind, when you use this skill.</p>
<p>5 Object <b>Damped Purse</b></p>  <p>This purse is wet being outside for a long time. Cockroaches have built their home in this purse. If you want to pick up this back of Gold, roll a dice. If you roll 1 or 2, you will drop the nauseous purse and it stays for an other Character to claim it. If you succeed against your fear and repulsion you can change this card into a bag of Gold.</p>	<p>5 Follower <b>Principal Witness</b></p>  <p>The No. 3 of the Dragon Cultists wants to back out. If brought to the Royal Castle you gain a Treasure-Card as reward. The Cultists don't like your job. Every time you roll a 1 for movement, a Strength 3 Dragon-Cultist will attack you instead. Every following ambush his Strength is +1. If defeated lose 1 Life or turn the witness over to the Cultists and take a Warrant.</p>	<p>1 Event <b>Cockroaches</b></p>  <p>Thousands of cockroaches are crawling out of the sewer system. They eat every card in the Dungeon (discard them). Also they frighten all Strangers in the City, Village and in your region. Shops and Places will be closed for one round. Characters have to discard all eatable Objects.</p>	<p>1 Event <b>Vermins</b></p>  <p>Cockroaches, thousands of small crawling vermins inhabit the Village! Instantly all cards in the Village must be discarded and all Characters have to leave the Village. For the duration of 3 turns, nobody can enter the Village until the druids have clear all houses and shops.</p>



# ADVENTURE

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