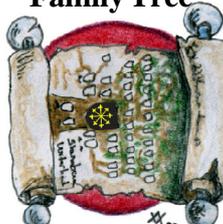
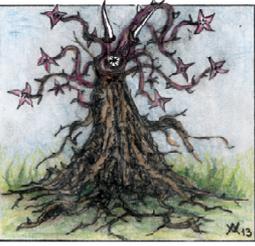
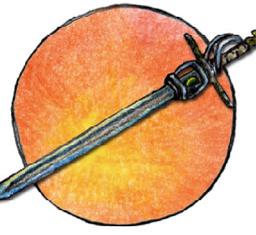
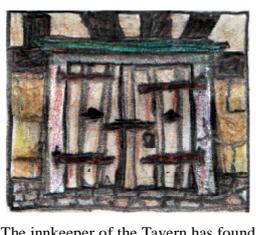


<p>1 Event</p>  <p>Shop owners are competing for the best reputation. All Nobles will get a discount of 1 bag of Gold in shops and with Strangers. The discount will end after the first purchase by a Noble. At this "Noble" location all prices will increase by 1 bag of Gold.</p>	<p>1 Event</p> <p><b>Enchantress</b></p>  <p>The Enchantress in the city has increased her range of services.</p> <ul style="list-style-type: none"> <li>- Remove a Curse for 2 Bags of Gold or one Magic Object</li> <li>- Open a Gate into Timescape or Black Tower</li> </ul> <p>(Roll with 2 dices under your basic Strength &amp; Craft scores)</p>	<p>2 Person-Enemy</p> <p><b>Lansquenet</b></p>  <p><b>Strength 4</b></p> <p>The hungry war-weary man-at-arms still knows how to fight. He will not attack you if you give him one bag of Gold or an Object he can eat or drink. He remains here until killed.</p>	<p>2 Animal-Enemy</p> <p><b>Anaconda</b></p>  <p><b>Strength 2</b></p> <p>You are surrounded by a constrictor snake. To break her grip you must roll under your strength on one dice. If you succeed you can fight her as normal. If you fail you must lose a life and fight her next round again.</p>
<p>3 Spirit-Enemy</p> <p><b>Baneful Wight</b></p>  <p><b>Craft 5</b></p> <p>The baneful Undead hates the living, especially you. If you don't defeat him, lose a life.</p>	<p>4 Stranger</p> <p><b>Prior</b></p>  <p>The prior of St. Michael worries about the proliferation of the Tiamat-Cult. If you donate him one magic or holy object from this heretic cult or give him a trophy of a Dragoncultist-Enemy, he will announce you as the new Templar. Take this Master-Level-Character. If you can't donate what he requested, he will wait at the Chapel for the next Templar aspirant.</p>	<p>4 Stranger</p> <p><b>Imperial Doctor</b></p>  <p>The emperor's personal physician has set up his clinical practice here. Place a total of 4 Lives, a Healing-Bandage and a Mystic Brew when revealed. You may buy one of them per visit for one bag of gold each. When all Lives and objects have been sold, the doctor will go back to the castle - place him on the discard pile.</p>	<p>5 Follower</p> <p><b>Bodyguard</b></p>  <p>The former bodyguard of the Countess Basilisco has fallen from favour. She will increase your Strength in combat by 2. She still believes in the Dragon Tiamat and will leave your party when you attack a dragon or dragon-cultist enemy.</p>
<p>4 Stranger</p> <p><b>Chaplain</b></p>  <p>The chaplain will bless every player for a donation of one bag of gold. He is a subordinate of the High Temple and will bless Nobles and Royalty without a donation. After three blessings he will go back to the High-Temple - place him on the discard pile.</p>	<p>5 Object</p> <p><b>WANTED</b></p>  <p>Detectives are searching for the murderers of a renowned painter. You can denounce one character or any Stranger if you enter the Castle. This character has to take a Warrant; the Stranger has to be discarded. Nobles cannot be denounced.</p>	<p>5 Plant-Object</p> <p><b>Laural Wreath</b></p>  <p>Anybody who wears the crown of the Royal General can use the experience of killing Monster-, Person-, and Dragon-Enemies to increase his knowledge in the art of war. You can take Craft-Counters instead of Strength-Counters for killing enemies.</p>	<p>5 Magic Object</p> <p><b>Golden Chalice</b></p>  <p>The King of Thule has dropped his golden chalice here in the deep water. If you want to recover the cup, you have to draw five Sea-Realm cards. Discard all non-enemies and fight the rest. If you defeat all of them you can take the Golden Chalice which adds two to your Craft.</p>
<p>5 Object</p> <p><b>Family Tree</b></p>  <p>This royal sealed paper will identify you as the last inheritor of family „von Unterhampen“. But some parts of the document are unreadable. It can be checked at the Noble Square (Village) or at the castle. Roll one die:</p> <ol style="list-style-type: none"> <li>1 Conman, take a warrant</li> <li>2-4 Draw a nobleman card</li> <li>5-6 Like (2-4) but pay 1 Gold</li> </ol>	<p>6 Place</p> <p><b>Pillory</b></p>  <p>The King had build a pillory as a deterrent. Put the next Follower of the Adventure-Card pile in the pillory. You can free the lifer if you like and he will join you as a follower but you have to take a warrant.</p>	<p>6 Place</p> <p><b>Manhole Cover</b></p>  <p>You can enter the sewers. Roll a dice:</p> <ol style="list-style-type: none"> <li>1 Rat swarm, Strength 4</li> <li>2 Lost, miss one turn</li> <li>3 Sewer exits at Town Square (City)</li> <li>4 Sewer exits in the „Lost City“ (Mountain-Realm)</li> <li>5 Entrance to the Dungeon</li> <li>6 Secret entrance into the Castle (Middle region)</li> </ol>	<p>1 Event</p> <p><b>Auction</b></p>  <p>Due to a drop in demand, two Purchase cards (randomly drawn) will be sold at auction. Everybody in the land can participate. You will be the auctioneer and will get 1 bag of Gold as payment, but you cannot buy the goods.</p>

<p>1 Event <b>Money Transaction</b></p>  <p>The royal consul will notify you about his business relationship. He is transferring 3 Gold to your pocket. He doesn't care if you agree or not. You are free to take 3 Gold, but you must take a Loan card. Business as usual!</p>	<p>1 Event <b>Royal Decree</b></p>  <p>The King has announced that he lost his children. A Character who brings them to the Castle will become a Nobleman and amnestied (Discard any Warrant or Curse cards).</p>	<p>2 Person-Enemy <b>Civil Commotion</b></p>  <p><b>Strength 2d6 (-1 combat)</b> The mob has stated to murder all Characters, Strangers and Person-enemies in the region. They begin with you. Roll 2 dices to determine the Strength. If they are not losing combat they will go clockwise to the next target and lose 1 Strength every combat. If you win you will gain 1 Strength.</p>	<p>2 Animal-Enemy <b>Eagle</b></p>  <p><b>Strength 3</b> Only Noblemen have been informed about the hunting expedition of the Countess. They can go directly to the Noble Squire (Village). Non aristocratic Characters have to fight this great eagle. If you kill the pet of the Countess you are issued with a Warrant.</p>
<p>3 Spirit-Enemy <b>Sewage Ghoul</b></p>  <p><b>Craft 4</b> The City Watch has banished the Ghoul from the sewer. Now he will hunt here until killed. The Ghoul Character can take him as a follower. The Sewage Ghoul will fight one psychic combat in his place.</p>	<p>4 Stranger <b>Wizard's Disciple</b></p>  <p>The disciple of the Great Wizard will test every Character. If you still have your Familiar, you will get an additional Spell. „Whoever sacrifices his best friends for his own profit, will be alone in the near future.“ After his advice he leaves the land (discard).</p>	<p>4 Stranger <b>Impertinent Girl</b></p>  <p>Put one Doughnut under the Girl. You must give the brat an object (no Gold) every time you meet her. In exchange you may take one of the objects under her. If you have no objects, she will turn on the water and you have to miss one turn to comfort her. She will stalk away to the discard pile, if you bestow Shoes or Boots.</p>	<p>5 Follower <b>Gladiator</b></p>  <p>The Gladiator is a respectable fighter who will follow you only if you abstain from all Magic Objects and other Followers. If he joins you, your Strength and Craft will increase by 2. He will leave you if you take a Magic Object or Follower card.</p>
<p>5 Object <b>Expensive Wallet</b></p>  <p>A dignitary has lost his purse made of fine silver wires. You can open this purse, take 2 Gold and discard it. You can also deliver it to the City Gate, Noble Squire or the Castle. Roll a dice: 1-2 Reward, take 1 Gold. 3-4 Thanks, take a Sword or Shield. 5 Donor, take a Blessing-Card. 6 King's Purse, become a Nobleman</p>	<p>5 Object <b>Secret Dispatch</b></p>  <p>This royal sealed paper identifies you as a member of the Royal Secret Police. You can pass the City Gate without any control or payment. You can also try to use it to discard a Place or Stranger card. Roll a dice (d6): 1-2 Deception was unsuccessful. Take a Warrant. 3-6 Razzia was successful. Discard both cards after a razzia.</p>	<p>5 Object <b>Gift Coupon</b></p>  <p>This coupon gives you a 2 Gold discount in any shop in the City. It was given out to a Nobleman for the diamond jubilee of the King. You can use this coupon to identify yourself as a Nobleman. If you roll a 4-6 on a die the deception will work. Discard the coupon after use.</p>	<p>4 Stranger <b>Volodion's Curse</b></p>  <p>The wizard Volodion Ghagnasdiak haunts the land. The Black Tower will appear for 1 Round in 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 Scroll</b></p>  <p>This Scroll has been written by the Wizard Volodion 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>6 Place <b>Royal Stables</b></p>  <p>Place this card on the Castle in the Middle Region. From now on you can park your Animal for 1 Gold here. You can buy: Mule 3 Gold Horse 4 Gold Dog 2 Gold</p>	<p>6 Place <b>Constructions</b></p>  <p>The King wants to upgrade his Castle. Place this card on the space in the Middle Region. Every Character who steps in this construction area must support this project by 1 Gold tax or work in compulsory service and miss their next turn.</p>	<p>2 Animal-Enemy <b>Rabid Fox</b></p>  <p><b>Strength 2</b> After being infested with canine madness, the fox gets very aggressive. You have to roll a dice for every Animal-Follower or -Object if you lose the combat: 1-3 Infested by Rabies, discard the Animal. 4-6 Everything goes well.</p>

<p>1 Event <b>Thorn Sleep</b></p>  <p>The Princess had hurt herself by using a needle and activates an old curse. The whole City falls in deep slumber and thorn bushes are growing on the streets. Remove all cards from the City-Board and place Thorn cards face down on all streets. The Thorn Expansion starts.</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 Laboratory of Volodion Ghagnasdiak in the Black Tower.</p>	<p>2 Person-Enemy <b>Pirat's Bride</b></p>  <p><b>Strength 4</b></p> <p>The pirate lady is plundering this space. If you give her 1 Gold, she will not attack you. If she wins the combat, you will lose all Gold. If you don't have any Gold, you will lose 1 Life instead but also gain a big kiss from her.</p>	<p>2 Animal-Enemy <b>Watchdog</b></p>  <p><b>Strength 2</b></p> <p>A farmer has set his dog on you. The Bard, Woodsman or Eremita Character can take the watchdog as a follower if they win the combat. Exchange this card with a Dog Purchase Card.</p>
<p>2 Plant-Enemy <b>Demonbrush</b></p>  <p><b>Strength 5</b></p> <p>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.</p>	<p>4 Stranger <b>Assassins Guild</b></p>  <p>The Assassins Guild is searching for a new leader. If you have a Warrant, you can take the Master Thief Character. He will remain here until he has found a new leader or if a Law-Event card is drawn in this region.</p>	<p>4 Stranger <b>Volodion</b></p>  <p>Suddenly Volodion Ghagnasdiak appears with his Black Tower. He snatches all your Spells and put them in his Laboratory. If you have no Spells in mind he will throw you in the Keep of the Black Tower. After his ambush he disappears but the Tower will remain for one round.</p>	<p>5 Follower <b>King's Forester</b></p>  <p>The royal forest superintendent will become your Follower to kill Monsters. During Combat with Monster Enemy Cards he will increase your Strength by 2. You can also use the skills of the Forester to go directly to the Castle or the Woods. If you do this, he will leave you after remembering his Royal Obligations (discard).</p>
<p>5 Object <b>Wallet</b></p>  <p>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.</p>	<p>5 Object <b>Masterblade</b></p>  <p>This expertly forged blade was made by Elves. It will increase your combat score by 1. If you lose a combat you can try to reduce the damage. If you roll a 6 on a dice, the block was perfect and you do not lose a life.</p>	<p>5 Object <b>Gift Coupon</b></p>  <p>This coupon gives you a 2 Gold discount in any shop in the City. It was given out to a Nobleman for the diamond jubilee of the King. You can use this coupon to identify yourself as a Nobleman. If you roll a 4-6 on a die the deception will work. Discard the coupon after use.</p>	<p>5 Magic Object <b>Magic Brew</b></p>  <p>Somebody with too much money in his wallet has thrown away a half drunk Mystic Brew. There is enough liquid left to taste the Brew. Roll one dice:</p> <ol style="list-style-type: none"> <li>1 Broken Glass, lose 1 Life.</li> <li>2 Nasty taste, no effect.</li> <li>3 Refreshing, heal 1 Life</li> <li>4-6 Drinkable, draw a Mystic Brew card.</li> </ol>
<p>5 Magic Object <b>Trident Arrow</b></p>  <p>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 Dragon-Enemy, which cannot be more than 2 spaces away. Discard the Arrow and the Enemy. If you fire this arrow at the Dragon King, he will lose 2 Lives.</p>	<p>6 Place <b>Cellar Door</b></p>  <p>The innkeeper of the Tavern has found a secret entrance to the Dungeon in his cellar. Place this card as a new Dungeon Door on the Tavern. If there are already 2 other Dungeon Doors discovered in the Outer Region, discard one of them immediately.</p>	<p>2 Animal-Enemy <b>Rabbit</b></p>  <p><b>Strength 1</b></p> <p>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.</p>	<p>2 Animal-Enemy <b>Wolf</b></p>  <p><b>Strength 2</b></p> <p>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.</p>

**ADVENTURE**

