
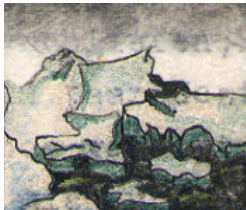
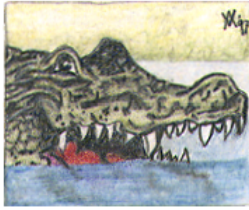







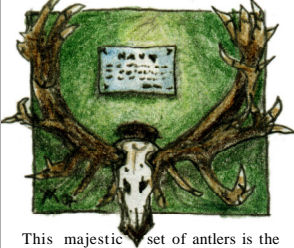
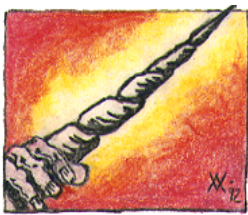
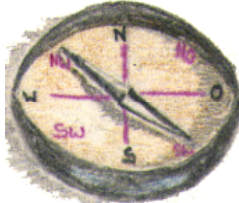





<p>1 Plant-Event Deathmoos</p>  <p>Grey moss and greenish copper lichen are growing on your trophies. As you try to scratch it off, the cadaver becomes alive. All of your trophies and this card must be placed on your space. They count as a normal Plant-Enemy. The First Chill will kill them.</p>	<p>1 Event First Chill</p>  <p>The winter has come and all Plants fade away. Discard all Plant-Enemies, -Places, -Followers, -Objects, and -Strangers.</p>	<p>2 Plant-Enemy Kampfult</p>  <p>Strength 3 A knotty oak throws its limbs after your body. If you don't have a Torch, you must fight it.</p>	<p>2 Plant-Enemy Grasping Gras</p>  <p>Strength 3 The high yellow grass attacks your legs. If you lose the Combat, you have to have to miss your next turn. If you have the Torch, you can destroy the grass immediately.</p>
<p>3 Plant-Enemy Morel</p>  <p>Craft ? This stinking fungus produces hallucinations. You are the victim of your own fantasies. Fight a combat against your own Craft. If you lose, your mental voyage robs you 1 Life.</p>	<p>4 Stranger Royal Gardener</p>  <p>In a Green House next to the path, lives the King's gardener. He has dedicated his life to study plants and will buy every Plant-Object or dead Plant-Enemy for 3 Gold each.</p>	<p>4 Plant-Stranger Dryad</p>  <p>Without knowing, you have knocked on the door of a dryad. If you are male, the lovely girl charms you. You miss one turn, but you can add 1 to your Craft. After teaching you, the dryad disappears forever.</p>	<p>5 Follower Druid</p>  <p>The Druid becomes your Follower. He can convince Plants and Animals not to attack you. He also adds one to your Craft and Animal Followers or Objects cannot be stolen or lost in panic. If you decide to kill a Plant or Animal, the Druid leaves your party.</p>
<p>5 Plant-Object Clove of Garlic</p>  <p>As long as you have the clove of garlic you may evade vampires and werewolves, even in the Inner Region. Only the Space Vampire is protected.</p>	<p>5 Plant-Object Alraun-Root</p>  <p>This old root looks like a human face. If you eat the plant, your Strength is replaced by your Craft +2, for one round. If you are the Druid or the Druid is among your followers, the bonus is increased from +2 to +4.</p>	<p>5 Object Plant Poison</p>  <p>The old tobacco jar contains white powder. If you throw the powder over a Plant Enemy or Plant Place, it poisons it. Both cards must be discarded. You can also use it in the Forest, if you don't want to roll a die</p>	<p>5 Plant-Object Animal-Spices</p>  <p>Chosen spices can be used on Animals in the hands of other Characters. Animal-Objects or -Followers will change their owners, while Animal-Enemies will stay with you for one combat. You can only use the spices once.</p>
<p>5 Mag. Plant-Object Hawthorn</p>  <p>This hawthorn has been lost by a druid. If you stick it in the ground (the space you are standing on) it will grow to a sharp hedge. Every Character who enters this space must leave an Object, which stays here until the hedge is destroyed. You are safe in the hedge if you are the Druid or have a Druid as a Follower.</p>	<p>6 Plant-Place Tree of King Aun</p>  <p>The old King "Aun" has sacrificed his son to the gods, in order get eternal life. The magical power is still present. For each Follower, that you leave behind, you get two Lives. Discard the dead followers.</p>	<p>2 Animal-Enemy Ape</p>  <p>Strength 2 The Great Ape is smarter than other animals. He will use any useful object in his region, which does not belong to a character (like sword, shield, healing kits ...). If he loses the fight you can take all of his objects. Otherwise they will remain here.</p>	<p>2 Animal-Enemy Ape</p>  <p>Strength 2 The Great Ape is smarter than other animals. He will use any useful object in his region, which does not belong to a character (like sword, shield, healing kits ...). If he loses the fight you can take all of his objects. Otherwise they will remain here.</p>

<p>6 Plant-Place Run Wild</p>  <p>One place in the land has returned to its savage state. From now on you have to draw a Dornen-card here. Roll a die: 1- the Tavern, 2- the Ruins, 3- a Runes space (characters choice), 4- one place-card (random), 5- the Graveyard, 6- the Chapel.</p>	<p>1 Event Wild Hunt</p>  <p>The holy Wild Hunt has arrived. This year there is a new target....YOU. You barely manage to escape into the Forest. Move your Character and leave all Animals and Followers behind.</p>	<p>2 Plant-Enemy Grasping Creeper</p>  <p>Strength 2 A tendril from a high creeper lashes around your neck. Roll a dice under your Craft or lose a Life. If you succeed on the die roll, fight with the creeper.</p>	<p>2 Plant-Enemy Chaos-Root-Tree</p>  <p>Strength 5 As you rest, the roots of a tree try to pull you under the ground. Only an Axe, Chainsword or Laser can be used in this fight. You can burn down the tree with a Torch.</p>
<p>2 Plant-Enemy Vampire Roses</p>  <p>Strength 3 A bush of white roses attacks you. After the first hit, the blossoms change their color into bloody red. If you lose the fight, you lose a life and the bush doubles its Strength. You can use a Torch to burn down the bush.</p>	<p>3 Plant-Enemy Dead Treant</p>  <p>Craft 6 Black burned wood....and it is alive! The tree attacks all Characters that enter its space. The Torch only kills at a die roll of 1-3 (d6).</p>	<p>4 Plant-Stranger Myconid</p>  <p>The huge fungus-man speaks to all characters, that don't hold a torch. 1- Miss one turn, 2- Find yourself in the Forest, 3- Gain one fungus bandage (heal one life), 4- Woodland space of your choice, 5- Gain one Craft, 6- Gain one Spell.</p>	<p>4 Plant-Stranger Treant</p>  <p>You have entered the realm of an old Treant. If you have a weapon or a Torch he will grab you and carry you to the Forest. He will leave you there with a stern warning. Your Followers and Objects are left behind. After this he will be never seen again (discard him).</p>
<p>5 Plant-Object Mistletoe</p>  <p>If you use the old blessed mistletoe you can change your alignment. However, you can only have one alignment at a time. If your chosen alignment doesn't match the one of your Followers/Objects, you'll have to discard them. The mistletoe dies when the First Chill or the Snow Storm reaches the land.</p>	<p>5 Plant-Object Viper tongue</p>  <p>The orange blossoms of the plant can be brewed into healing potion. Heal one life. The Druid, Treant, Priest, Pilgrim or Mushroom Collector can heal up to 2 lives with this plant.</p>	<p>5 Plant-Object 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 have to discard the useless healing herbs.</p>	<p>5 Magic Object Hexed Blade</p>  <p>After drawing this old sword out of the brushwood, you are appalled by its hexed blade. You have found this cursed Object, which forces you to use your Craft instead of your Strength in the next 1-6 (roll a dice) Combats. After that it becomes a normal Sword and adds 1 to your Strength in Combat.</p>
<p>5 Follower Kenku</p>  <p>The birdman will join you as a Follower. Because of his escort, you can evade all Enemy-Animals.</p>	<p>5 Plant-Follower Young Treant</p>  <p>A young treant becomes your follower, as long as you don't have a torch. If you come across a plant, you can take it without a combat. The plant can fight one combat for you. You can only have one fighting Plant-Follower at a time.</p>	<p>6 Plant-Place Cornfield Circles</p>  <p>An old farmer is unhappy with all the visitors. Roll one dice to determine the outcome. Any drawn card only remains for one round. Draw the following: 1: Black Tower card; 2: Dungeon card; 3: Timescape card; 4: City card; 5-6: Adventure card.</p>	<p>6 Plant-Place Old Witch Circle</p>  <p>This magic circle seems unnatural. You may pray; roll a die: 1 Miss one turn; 2 Become evil; 3 Teleport to the Graveyard; 4 Teleport to any Place; 5 Gain one Craft; 6 Gain one Spell.</p>

<p>1 Event Conflagration</p>  <p>An awfully big fire burns all over this region and destroys all Places. Put the carbonized remains on the discard pile.</p>	<p>1 Event Bridge of Ice-Floes</p>  <p>Frost has build some ice-floes, which block the river. You can try to use the ice as a bridge to the other side. After you try to cross the bridge, it will be gone.</p> <p>1-4 Bridge is safe.</p> <p>5 Ice is broken, swim to the other side</p> <p>6 Ice is broken, stay on this side</p> <p>If the bridge is broken you have to lose one Life.</p>	<p>2 Animal-Enemy Crocodile</p>  <p>Strength 3</p> <p>In the water of the river flows a hungry crocodile. If you lose the combat, the crocodile takes one Animal Follower or Object. If you don't have one, it takes a life.</p>	<p>2 Plant-Enemy Needle Man</p>  <p>Strength 4</p> <p>A needleman throws a hail of stone pine needles at your party. He remains here until defeated. A Torch can kill the needle man.</p>
<p>2 Plant-Enemy Spined Cactus</p>  <p>Strength 4</p> <p>The Spined Cactus tries to catch you with his spikes. If you lose the Combat, he imprisons you. Lose one Life and fight the cactus the next round again. A Torch can kill the plant.</p>	<p>2 Plant-Enemy Gallows-Tree</p>  <p>Strength 5</p> <p>The gallows-tree is so full of pain and sorrow that heads of killed ones have become its fruit. Every Character that does not own a torch will be attacked by one of its heads. The tree is only destroyed after four seperate Combats.</p>	<p>2 Plant-Enemy Myconids</p>  <p>Strength d6</p> <p>Nobody knows the real Strength of both Myconids. Roll a dice. If you defeat them in Combat, gain a Healing Bandage. If you lose in Combat, you lose a Life. You can use a Torch to frighten the Myconids and they will flee to the first space on the Dungeon board.</p>	<p>4 Stranger Baron Orchidee</p>  <p>This mad old druid has built his cottage on this space. He doesn't like to see you in his garden. You have to fight all Plant Enemies in this region. If there are no Plants, he casts the first three Spells on you.</p>
<p>4 Stranger Grugach</p>  <p>Arafel, Mistress of the Thorns, inhabits the Forest. You have enter her realm and must roll a dice (replacing the Forest).</p> <p>1 You are the target of the top spell</p> <p>2-3 Lost, miss one turn</p> <p>4 Nothing happens</p> <p>5 Gain one Craft</p> <p>6 Gain one Spell</p>	<p>4 Stranger Arrhendin</p>  <p>One of the last arrhendin lives in the Crag. If you land here, you must roll a dice (replacing the instructions of the Crag).</p> <p>1 You are the target of the top spell</p> <p>2-3 Lost, miss one turn</p> <p>4 Nothing happens</p> <p>5 Gain one Strength</p> <p>6 Gain one Spell</p>	<p>5 Object Antlers</p>  <p>This majestic set of antlers is the centrepiece for a collection of trophies. You can use the antlers to increase your experience. Discard the Trophy and roll a dice, adding the values of all slain Enemy cards you have collected. If you get a total of "7" or higher you get one Strength.</p>	<p>5 Magic Object Unicorn-Horn</p>  <p>With the horn in your hand, you can add one to your Craft. You are also protected against any kind of diseases.</p>
<p>5 Object Compass</p>  <p>If you have the compass, you can not get lost in the Forest, the Crag, the Labyrinth, the Royal Park or the Cave. Subtract one from your total dice roll in the Mines or Crypt.</p>	<p>6 Plant-Place Overflow</p>  <p>The Storm River has left its bed. A new marshland has been growing up here. The lakes and swamps are occupied by the seafolk. Draw one Sea-Realm-Card if there isn't already one in this space.</p>	<p>6 Plant-Place Royal Park</p>  <p>In front of you is the Royal Park, founded by the King Aun. Roll a die if you enter:</p> <p>1 Draw one Dornen-card.</p> <p>2 Draw two Dornen-cards.</p> <p>3 Miss one turn,</p> <p>4 Find a Short Bow,</p> <p>5 Find 2 Gold,</p> <p>6 Find a Scroll with one Spell.</p>	<p>6 Place Monument</p>  <p>You may pray to the old forgotten gods at this ancient stone monument.</p> <p>1 Sacrifice one follower;</p> <p>2-3 Nothing happens;</p> <p>4 Gain one Spell;</p> <p>5 Gain one Craft;</p> <p>6 Teleport; same as Vortex.</p>

<p>1 Event</p> <p>Wolf-Attack</p>  <p>You made the wrong decision to sleep outdoors tonight. A pack of wolves attacks near midnight. All Horses, Mules, Ponies and Horse & Cards and all Objects packed on these animals are lost. What cannot been eaten will be found in the Chasm.</p>	<p>1 Event</p> <p>Thorn-Curse</p>  <p>The mad druid „Baron Orchidee“ abhors every kind of civilization. In order to destroy them he woke up the trees in every woodland space. Place 3 Thorn Cards face down, which will be drawn instead of Adventure cards.</p>	<p>2 Plant-Enemy</p> <p>Venus Flytrap</p>  <p>Strength 4 (2x)</p> <p>This plant is hungry all the time. The Elves call it „Keldrad“. You have to fight the plant's leaves twice to destroy this carnivore. If you lose the combat you may choose to feed her a 1 Life, a Follower or an Animal Object.</p>	<p>2 Plant-Enemy</p> <p>Nightshadow</p>  <p>Strength 2</p> <p>Contact with this plant is extremely poisonous. You can try to evade this flower by rolling one die below your Craft. If you fail, you have to fight the plant, but whether you win or lose the combat you lose 1 Life regardless.</p>
<p>3 Spirit-Enemy</p> <p>Bloody Bones</p>  <p>Craft 3</p> <p>This bloody Skeleton consists only old bandages and pale bones. It wants to get some meat between its old teeth. You have been a victim of a morbid „theft of food“.</p>	<p>2 Plant-Enemy</p> <p>Shadow Blossom</p>  <p>Strength 5</p> <p>The dark blossoms of a palm-like tree open up in front of you. If you use a weapon or any kind of armor against the plant, you have to discard it after the fight. You can burn down the tree with a Torch.</p>	<p>4 Stranger</p> <p>The Death</p>  <p>Death has left the Inner Region and now forces you to roll against him. If you win twice, you gain two Lives and don't have to face him again. If you lose, he takes one of your Lives. In addition, all of your trophy's are brought back to life (place them on this space). After your encounter, Death disappears to the discard pile.</p>	<p>5 Follower</p> <p>Brackelmann</p>  <p>The Hobbit, Aurum Brackelmann, is neither a Master thief nor a Fighter. But he is a passable cook. Every time you win a combat against an Animal-Enemy, he will cook you a good Stew which heals 1 Life.</p>
<p>5 Plant-Object</p> <p>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 Animal-Object</p> <p>Chicken</p>  <p>The Chicken is a very simple thinking animal that will follow anyone who feed her. You can use the chicken in any combat with a Dragon or Animal Enemy. You can evade the combat while the enemy devours the Chicken. Discard the Chicken and count the combat as drawn.</p>	<p>5 Object</p> <p>Fire Arrow</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 Place or Plant card, which cannot be more than 2 spaces away. Discard the Arrow and the hidden burning card.</p>	<p>5 Object</p> <p>Hunting Arrow</p>  <p>This arrow can only be used with a bow or a Follower using a bow. It can only be used once to increase your combat score by 2. Discard the Arrow after use.</p>
<p>5 Plant-Object</p> <p>Thorncrown</p>  <p>The crown of St. Michael is made of brambles. If you lose a life in combat, this holy artifact will bless you. You can only hold only one blessing card at a time. You cannot wear the crown and a helmet together. The priest in the Chapel will exchange this crown for 1 Craft.</p>	<p>6 Plant-Place</p> <p>Thornbush</p>  <p>The mad druid „Baron Orchidee“ has conjured a magic Thornbush on this space. You have to draw a Thorn card. If there is already a Thorn card on this space, you don't have to draw a new one. If you use a Torch, you can burn down the Thornbush but miss your next turn.</p>	<p>2 Animal-Enemy</p> <p>Tiger</p>  <p>Strength 3</p> <p>The Tiger doesn't like any invaders in his hunting ground. He will remain here until killed. The Noble Squire or the Hunter (Village) will give you 3 Gold for his beautiful pelt. In this case you can't use the Tiger for experience.</p>	<p>6 Place</p> <p>Black Tower</p>  <p>Nobody knows why the Black Tower has appeared for an unexpectedly long time at the Ruins. It will stay here until somebody enters the Tower or a new Black Tower cards is drawn. If somebody enters, put his Character on the Entrance and discard the Black Tower card.</p>

<p>1 Event Black Tower</p>  <p>The air becomes dark when the Black Tower appears in a new shape by the riverside. 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 Animal-Event Thieving Magpie</p>  <p>This thieving magpie loves sparkly objects. It will steal one of your Objects and brings it to its nest in the Lost City (Crag). Select one of your Objects at random.</p>	<p>2 Monster-Enemy Praying Mantis</p>  <p>Strength 5</p> <p>This giant insect is always hungry. She will ignore you if you feed her a Plant or Animal Follower, Object or a slain Enemy. Discard the food for the Mantis. If you do not feed her, you have to fight.</p>	<p>2 Animal-Enemy Bear</p>  <p>Strength 3</p> <p>The brown Bear does not like any invaders in his hunting ground. He will remain here until killed. The Noble Squire or the Hunter in the Village will give you 2 Gold for his cuddly coat. In this case you cannot use the Bear for experience.</p>
<p>3 Spirit-Enemy Tomb-Wight</p>  <p>Craft 5</p> <p>The wight hates the living, especially you. If you don't defeat him, you have to lose a Life.</p>	<p>2 Monster-Enemy Goblin Veteran</p>  <p>Strength 2 / Craft 2</p> <p>Schwinnak is a glorious veteran of the Goblin War. Depending on his chance of success, he can also attack you in psychic combat. You will get 2 Gold at the Castle or the Noble Squire (Village) for his trophy. If you take the gold, discard the trophy.</p>	<p>4 Stranger Duke</p>  <p>The Duke is searching for a new King's Champion. If you:</p> <ol style="list-style-type: none"> 1) possess a Sword and Armor or 2) are a Nobleman or 3) possess the Battle-dress or Laurel Wreath or 4) have 2 or more Trophies; you can take King's Champion Character. Afterwards he leaves the Country (discard). 	<p>5 Follower Mushroom Collector</p>  <p>The Mushroom Collector loves nature. Whenever you reach a Woods space, he tries to find some healing mushrooms. On a 5 and 6, he heals one life. As a Follower, he also add 1 to your talk with the Myconid or every other Plant-Stranger.</p>
<p>5 Object Wallet</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 Elvenblade</p>  <p>The Elvenblade is sharp sword. While you have this blade, you may:</p> <ul style="list-style-type: none"> Add 1 to your Strength for the duration of a combat or add 2 in combat against Person-Enemies (like Bandits, Dragon Cultists, Crusader, Captain, Headhunter, the Watch...). <p>You can never use the Elvenblade and an other weapon in the same combat.</p>	<p>5 Object Grandma's Wallet</p>  <p>An abandoned purse gets a new owner very quickly. If you open the purse discard this card and roll a dice:</p> <ul style="list-style-type: none"> 1 False Money; no value. 2-4 Take 1 Gold. 5-6 Take 2 Gold. 	<p>5 Object Hunting Arrow</p>  <p>This arrow can only be used with a bow or a Follower using a bow. It can only be used once to increase your combat score by 2. Discard the Arrow after use.</p>
<p>5 Magic Object Moon Arrow</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 Spirit-Enemy, which cannot be more than 2 spaces away. Discard the Arrow and the Enemy. If you fire this arrow at the Demon Lord, he will lose 2 Lives.</p>	<p>6 Place Waterfall</p>  <p>You can find an entrance to the Dungeon behind this romantic waterfall. If you want to enter you have to leave any Horse, Horse & cart, Lion or Camel here. Before you can step through the entrance, you have to cross the lake and draw one Sea-Realm card. Discard this Sea-Realm card at the end of your turn.</p>	<p>2 Plant-Enemy Sword Lily</p>  <p>Strength 4</p> <p>The swinging leaves of this plant are sharp like blades. The Elves call it „Lorrack“. If you are carrying a Torch the plant will not attack you.</p>	<p>2 Animal-Enemy Rhino</p>  <p>Strength 3</p> <p>The burly rhino doesn't like your presence. It will run directly in your direction. If you are not wearing armor, you will be kicked to the ground. Regardless of the outcome of the fight, you have to miss your next turn. If you lose the combat you also lose one life.</p>

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