

<div>Lightning from Hell</div> <div>Draw 3 Hell Cards</div> <div></div>	<div>Ice Tower</div> <div>Draw 3 Citadel Cards</div> <div></div>	<div>Solar Flair</div> <div>Draw 3 Cards. All Monsters +4</div> <div></div>	<div>Black Moon</div> <div>Draw 3 Cards. All Craftenemies +4</div> <div></div>	<div>Glacier Path</div> <div>Entrance to the Ice World → Draw 1 Card</div> <div></div>	<div>Glacier Path</div> <div>Draw 1 Card</div>	
<div>Lightning from Hell</div> <div>Draw 3 Hell Cards</div>	<div>Plain of Peril</div> <div>Lose 3 Turns. Your Enemy Followers flee</div>	<div>The Realms of Cthulhu</div> <div></div> <div>The Ice World of Madness</div>			<div>Glacier Path</div> <div>Draw 1 Card</div>	
<div>Plain of Peril</div> <div>Lose 3 Turns. Your Enemy Followers flee</div>	<div>Black Tornado</div> <div>Teleport to the Ravine You lose all your Horse</div>	<div>The Realms of Cthulhu</div> <div></div> <div>The Ice World of Madness</div>			<div>Cruel Ice Plains (Roll 1D12)</div> <div>1-2.) Ice Ravine 3-4.) Stay here 5-6.) Ice Mountain 7-8.) Plains of Peril 9-12.) The Ravine</div>	
<div>Black Tornado</div> <div>Teleport to the Ravine You lose all your Horse</div>	<div>Iceberg</div> <div>Draw 1 Card + 1 Island card</div> <div></div>	<div>Mystic Light</div> <div>Draw 2 Cards</div> <div></div>	<div>Ice Mountain</div> <div>Draw 1 Card</div> <div></div>	<div>Ravine</div> <div>Draw 3 Adventurecard</div> <div></div>	<div>Endless Clouds</div> <div>Miss 3 Turns</div> <div></div>	<div>Dangerous Icefields</div> <div>Draw 2 Cards. Enemies gain +3 Points</div> <div></div>
<div>Iceberg</div> <div>Draw 1 Card</div>	<div>Mystic Light</div> <div>Draw 2 Cards</div>	<div>Ice Mountain</div> <div>Draw 1 Card</div>	<div>Ravine</div> <div>Draw 3 Adventurecard</div>	<div>Endless Clouds</div> <div>Miss 3 Turns</div>	<div>Black Winter</div> <div>Draw 2 Cards. No Followers can help you in battle</div>	