

ENEMY-Monster 2 Monster-ENEMY
BAND OF GOBLINS

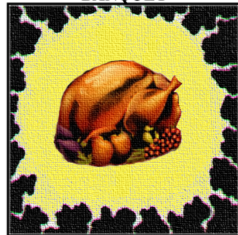


A band of goblins runs around your party trying to steal your things. Roll a dice.

- 1 - 2 = Nothing is stolen.
- 3 - 4 = Lose 1 of your followers or objects.
- 5 - 6 = Fight the Goblins.

Each Goblin has a Strength of 1, roll a dice to determine how many attack.

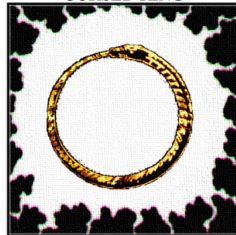
EVENT 3 EVENT
BANQUET



An alluring banquet magically appears before your eyes. If you decide to eat it, roll a dice.

- 1 = Poison, lose 1 Life.
- 2-4 = Just normal food.
- 5 = Gain 1 Life.
- 6 = Gain 2 Lives.

OBJECT-Magic 5 Magic-OBJECT
CURSED RING



You pick up a Cursed Ring by accident. You must keep this card. Whenever in battle your dice rolls are penalised with a -2. Should you beat another player in battle, you pass this card to them

EVENT 1 EVENT
FALLING BLOCK



TRAP

A falling block kills one of your followers. You may choose who dies. If you have no followers you lose 1 Life, as the block hits you instead.

ENEMY-Spirit 3 Spirit-ENEMY
FEAR



STRENGTH 6

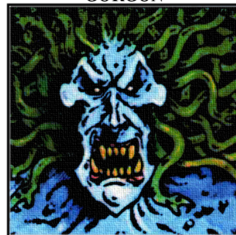
You must fight fear.
If you lose a life, roll a dice.
1 - 5 = No effect.
6 = A follower runs away.

EVENT 1 EVENT
FOOT STEPS



You hear foot steps approaching. Draw an additional two cards for this space.

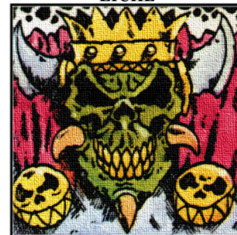
ENEMY-Monster 2 Monster-ENEMY
GORGON



STRENGTH 5

If you lose a life, roll a dice.
1 - 5 = No effect
6 = A follower is turned to stone.
(another player decides which)

ENEMY-Spirit 3 Spirit-ENEMY
LICHE



CRAFT 8

If you lose, you also lose 1 Craft.
The Liche will add it to it's Craft total until defeated.

EVENT 1 EVENT
LOCKED DOOR



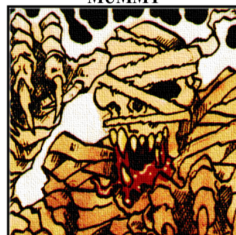
There is a locked door blocking your way. You may either try to break the door down or attempt to pick the lock. If you try and break the door, use your Strength, if you pick the lock, use your Craft. Roll two dice, if you roll under your Strength or Craft depending, you may move on the next turn. If you fail, you must try again on the following turn.

STRANGER 4 STRANGER
LOST CHILD



You find a lost child. You must take the child out of the Tower within 4 turns. If you do not, the child turns out to be a minion of the Sorcerer and attacks you with a Craft of 6.

ENEMY-Spirit 3 Spirit-ENEMY
MUMMY



CRAFT 6

If you lose, you catch a horrible disease and must lose 2 lives instead of 1.

EVENT 1 EVENT
PIT TRAP



A Pit Trap opens up behind you. You are safe but all your followers must try to jump across. Roll a dice for each. On a roll of a 1 or 2 they fall to their deaths.

OBJECT-Magic 5 Magic-OBJECT
POTION OF HEALTH



You find a potion of Health. You may take it with you. If you drink the potion, add 3 to your current Life.

OBJECT-Magic 5 Magic-OBJECT
POTION OF VITALITY



You find a potion of Vitality. You may take it with you. If you drink the potion, add 3 to your current Strength.

PLACE 6 PLACE
REVOLVING ROOM



You enter a revolving room and become completely disorientated. On your next turn, you must move in the opposite direction. Head in the direction of the tower entrance for one turn only.

PLACE 6 PLACE
SECRET PASSAGE



If you decide to try the secret passage, roll a dice. (leave this card on the board)
1 = Go back 1 space
2 = Go back 2 spaces
3 = Go forward 1 space
4 = Go forward 2 spaces
5 = Go forward 3 spaces
6 = Go to top of the Tower

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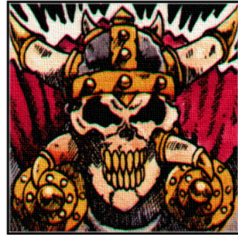
TOWER

OBJECT-Magic 5 Magic-OBJECT
SMALL WOODEN BOX



You may take the box with you. If you open it, take the top spell card from the pile and cast it. If you can't cast the spell you lose it. The box may only be opened once.

ENEMY-Monster 2 Monster-ENEMY
SORCERERS CHAMPION



STRENGTH 7

You must fight. If you lose a life, you must fight again next turn. You can not run away.

EVENT 3 EVENT
SORCERERS CURSE



You must subtract 3 from your next battle, whether it be Strength or Craft. Keep this card as a reminder then discard.

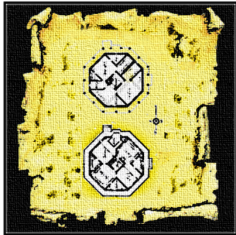
PLACE 6 PLACE
SORCERERS FOUNTAIN



You may drink from the Fountain (Roll)

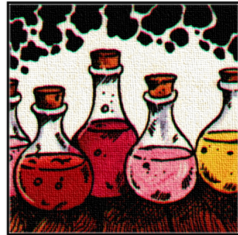
1 = Poison Lose 1 Life, 2 = Nothing, 3 = Nothing, 4 = Gain 1 Life, 5 = Gain 1 Strength, 6 = Gain 1 Craft.

OBJECT 5 OBJECT
SORCERERS MAP



You find a dusty old map. It shows you a quicker way through the Tower. Move forward 3 spaces and discard map.

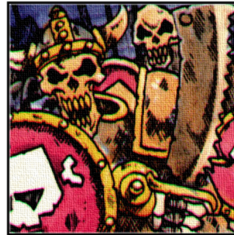
PLACE 6 PLACE
SORCERERS STUDY



You may search the study, roll a dice.
1 = Turn into a Toad for 2 turns.
2 - 4 = Find nothing.
5 - 6 = Find Spell Book.

If you find the spell book, take two spell cards or the maximum amount of spells your Craft will allow. You can not take more than two spells cards, when finding the spell book.

ENEMY-Monster 2 Monster-ENEMY
SORCERERS WARRIORS



STRENGTH ?

A band of warriors attacks. Roll a dice and that is the number of warriors that will attack. Each warrior will have a Strength of 2.

STRANGER 4 STRANGER
THE MADMAN



A crazed vagrant appears before you and tells you of a shortcut to the top of the tower. If you choose to follow his directions, roll a dice.

1 = Sends you back to the Portal of Power.
2 - 4 = Leads nowhere
5 = You get lost and miss the next turn.
6 = Leads you to the Sorcerer at the top of the tower.

STRANGER 4 STRANGER
THE RAVEN

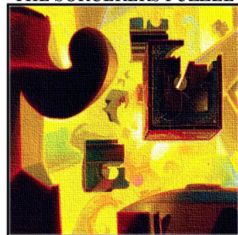


A Raven lands upon your shoulder and begins to talk to you, roll a dice.

1 = Enthralls you with it's tall tales, miss a turn.
2 - 5 = Says a few words and then flies away. Nothing happens.

6 = Tells you the location of the nearest trap or monster. You may ignore the next card you draw

EVENT 1 EVENT
THE SORCERERS PUZZLE



You find the Sorcerers Puzzle. Try to solve it. Roll 2 dice. If you roll under your Craft you may move on your next turn. If you fail, you must try again on the following turn.

STRANGER 4 STRANGER
THIEF

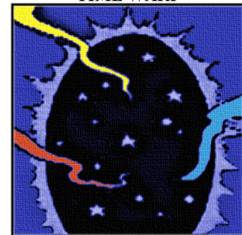


You meet a strange and unruly adventurer who bids you greeting then quickly leaves.

Roll a dice

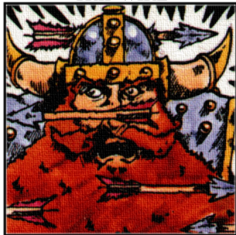
1 - 4 = Nothing is taken
5 - 6 = One object or gold is taken (another players decides which)

HAND OF FATE 1 HAND OF FATE
TIME WARP



You may keep this card. At any time in the future you may re-roll one dice. For any dice you choose to re-roll you must accept the outcome. Discard this card after use.

EVENT 1 EVENT
TRIP WIRE



TRAP

Your leg catches on a trip wire! Multiple bolts from a crossbow fire upon you. One hits you in the arm. Lose 1 Life.

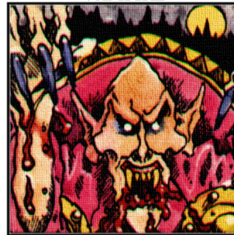
OBJECT-Magic 5 Magic-OBJECT
UNKNOWN POTION



You find an unidentified potion. You may take it with you. If you drink the potion, roll a dice.

1 = Poison, lose 1 Life.
2 = Water, nothing happens.
3 - 4 = Health, add 3 Life
5 = Vitality, add 3 Strength
6 = Wisdom, add 3 Craft

ENEMY-Monster 2 Monster-ENEMY
VAMPIRE



STRENGTH 7

If you lose the fight, roll a dice.
1-2 = Lose 1 Life
3 = Lucky Escape - No Life Lost
4 = Lose 2 Life
5 = Lose 3 Life
6 = Lose All Followers

ENEMY-Spirit 3 Spirit-ENEMY
WEREWOLF



STRENGTH 7

One of your followers turns into a Werewolf. Pick a follower to discard. Ignore this card if you have no followers, otherwise you must fight.

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