

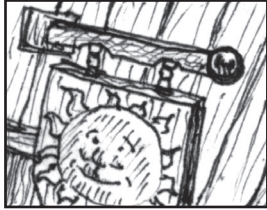

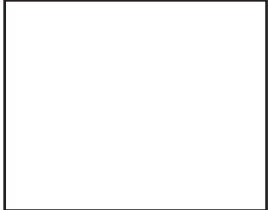
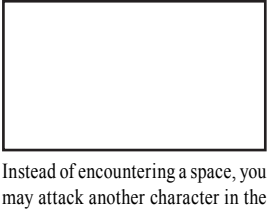
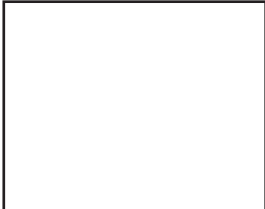
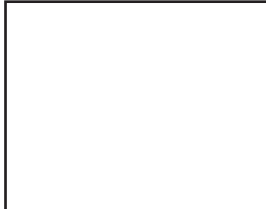

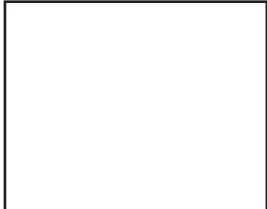
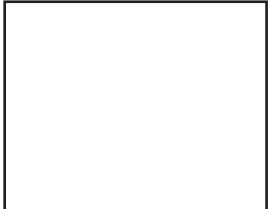
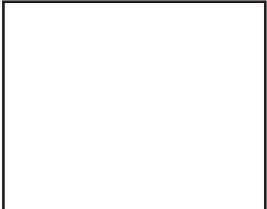

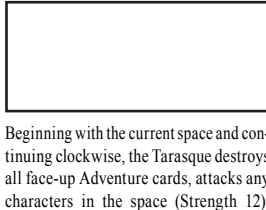










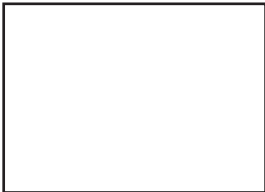
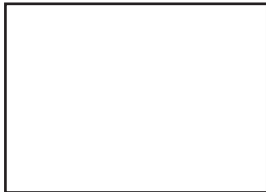
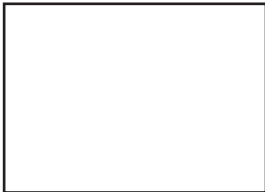
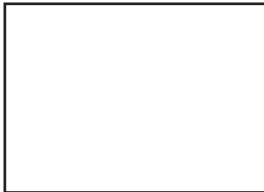
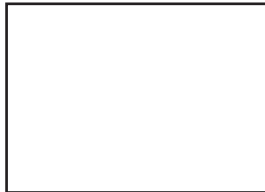
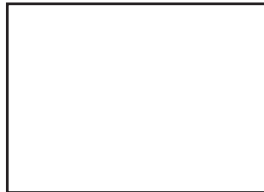
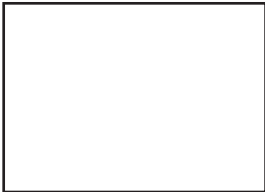
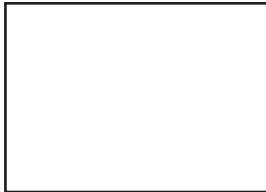
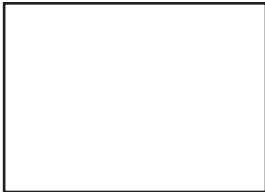
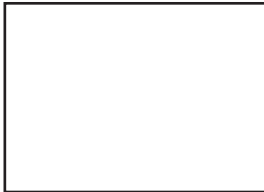
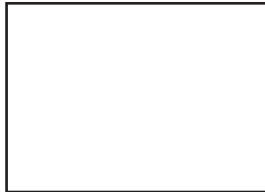
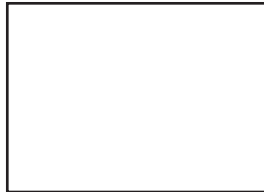


<div>PLACE6PLACE</div> <div>Troll Bridge</div> <div>  </div> <div> <p>You may cross to an opposite space as if by raft for all of your Gold (minimum 2).</p> <p>You may instead try to sneak across: roll less than your Craft on 2 dice. If you succeed, cross for free. If not, lose 1 life and stay on this side.</p> </div>	<div>PLACE6PLACE</div> <div>Druid Ring</div> <div>  </div> <div> <p>You may roll 1 die:</p> <p>1-3: Teleport to any space in this region.</p> <p>4: Gain 1 spell.</p> <p>5: Teleport to Cursed Glade.</p> <p>6: Fight a Demon, Craft 10.</p> </div>	<div>PLACE6PLACE</div> <div>Roadside Inn</div> <div>  </div> <div> <p>You may rest at the Inn. To do so, spend 1 Gold and miss 1 turn. At the end of your missed turn, heal completely.</p> </div>	<div>PLACE6PLACE</div> <div>Cloud Castle</div> <div>  </div> <div> <p>You may roll 1 die:</p> <p>1: Fight a Dragon, Strength 7</p> <p>2: Fight a Wizard, Craft 6</p> <p>3: Lose 1 turn.</p> <p>4: Roll 1 die; gain as many Gold.</p> <p>5-6: Gain your choice of 1 Craft, Strength, Life, Gold, or Spell – or teleport to any space in this region.</p> </div>	<div>EVENT1EVENT</div> <div>Blood-Red Moon</div> <div>  </div> <div> <p>Things thought long-gone are back sooner than you might think. Shuffle all of the discarded Adventure cards back into the stack.</p> </div>	<div>OBJECT5OBJECT</div> <div>Throwing Knife</div> <div>  </div> <div> <p>Instead of encountering a space, you may attack another character in the same region within 3 spaces.</p> <p>If the thrower wins, the victim loses a life and the Throwing Knife is discarded.</p> <p>If the thrower loses, the winner gets the Throwing Knife.</p> <p>Any character who cannot use/own a Sword cannot use/own this Object.</p> </div>
<div>PLACE6PLACE</div> <div>Fog</div> <div>  </div> <div> <p>Roll 1 die:</p> <p>1-3: Miss 1 turn</p> <p>4: Lose 1 Object or Gold.</p> <p>5: Lose 1 Follower.</p> <p>6: Draw 3 Adventure cards.</p> </div>	<div>EVENT1EVENT</div> <div>Mountain Giant</div> <div>  </div> <div> <p>A surly mountain giant picks you up and tosses you (along with all your followers and belongings) across the Storm River. Lose 1 life, then travel instantly as if by raft ... but the player to your right determines which space you land in, if there is a choice.</p> </div>	<div>EVENT6EVENT</div> <div>Falling Star</div> <div>  </div> <div> <p>All players in the Outer and Middle regions may roll 1 die:</p> <p>1-3: Lose 1 turn stargazing.</p> <p>4-6: Gain your choice of 1 Craft, Strength, Life, Gold, or Spell.</p> </div>	<div>ENEMY - Spirit3ENEMY - Spirit</div> <div>DracoLich</div> <div>  </div> <div> <p>CRAFT 7</p> <p>The DracoLich will remain here until it is killed. To be killed, it must be defeated by 3 or more (any lesser defeat results in a draw).</p> </div>	<div>FOLLOWER6FOLLOWER</div> <div>Golden Goose</div> <div>  </div> <div> <p>Each turn, before you move, you may roll 1 die:</p> <p>1-3: Nothing happens.</p> <p>4-5: Gain 1 Gold.</p> <p>6: Gain 3 Gold, and then (heralded by a painful grunting and honking noise) discard the Golden Goose.</p> </div>	<div>ENEMY - Spirit3ENEMY - Spirit</div> <div>Psychic Ergovore</div> <div>  </div> <div> <p>CRAFT 4</p> <p>If the Psychic Ergovore wins the combat, the character loses a life normally, and then must immediately fight the Ergovore again.</p> <p>If the Ergovore <i>kills</i> a character outright, it gains 2 Craft.</p> </div>
<div>EVENT1EVENT</div> <div>Brigands</div> <div>  </div> <div> <p>You are ambushed by a marauding band of brigands; they'll kill you unless you pay them off:</p> <p>Lose 3 Lives. The Brigands will spare 1 Life for every Gold or Object you give them (discard).</p> </div>	<div>EVENT1EVENT</div> <div>Tarasque</div> <div>  </div> <div> <p>Beginning with the current space and continuing clockwise, the Tarasque destroys all face-up Adventure cards, attacks any characters in the space (Strength 12), then moves on. Resolve the entire rampage immediately. The tarasque continues until he is killed, or until he reaches the City or the Castle, where defending troops destroy him before he can enter the space. In spaces with multiple characters, he attacks in random order (but the character who draws the card is always attacked first).</p> </div>	<div>EVENT1EVENT</div> <div>Quasi-Deity</div> <div>  </div> <div> <p>Look through the discarded Adventure cards, and select one. Treat it as if you had drawn it normally.</p> </div>	<div>ENEMY - Monster2ENEMY - Monster</div> <div>Wandering Toad</div> <div>  </div> <div> <p>STRENGTH 1</p> <p>A toad is marauding this area. It will remain here until it is killed.</p> <p>The toad wears toad armor: If the toad is defeated, roll 1 die. On a 1-3, the toad remains here, alive and still seething with bitterness and rage.</p> </div>	<div>FOLLOWER5FOLLOWER</div> <div>Animal Trainer</div> <div>  </div> <div> <p>When you defeat an Animal, the trainer may train it to be your follower, adding 1 to your Strength in combat. If the Animal Trainer is lost or stolen or otherwise leaves your service, all the animals he trained remain with him.</p> </div>	<div>ENEMY - Monster2ENEMY - Monster</div> <div>Basilisk</div> <div>  </div> <div> <p>STRENGTH 4</p> <p>In addition to combat, roll 1 die for each of your followers. On a 1-3, the follower is petrified; discard it (a Preservation spell, cast immediately, will save a follower from this fate).</p> </div>

<div> <div>PLACE6PLACE</div> <div>Guildhall</div> <div></div> <div> <p>Any Player visiting the Guildhall may elect to leave Followers here, earning 3 Gold each. The player who draws this card <i>must</i> leave at least one Follower here if he is able (gaining Gold normally).</p> <p>Followers encountered in this space may be taken for 2 Gold each (in addition to fees specified for the Follower, if applicable).</p> <p>If the Guildhall is moved or destroyed, all Followers on this space go with it.</p> </div> </div>	<div> <div>EVENT1EVENT</div> <div>Trendy Religions</div> <div></div> <div> <p>A number of faddish cults gain popularity. Any player in this region may change their alignment as follows:</p> <p>Good or Evil players may become Neutral.</p> <p>Neutral players may become Good or Evil.</p> </div> </div>	<div> <div>MAGIC OBJECT5MAGIC OBJECT</div> <div>Black Sun Jewel</div> <div></div> <div> <p>No Good player may take the Black Sun Jewel. Whenever another player loses a life in the Desert, you may roll 1 die:</p> <p>1-3: Gain 2 lives.</p> <p>4-6: Gain 2 spells.</p> <p>You can sacrifice (discard) the Jewel in the Oasis in exchange for 3 Craft.</p> </div> </div>	<div> <div>PLACE6PLACE</div> <div>Black Cathedral</div> <div></div> <div> <p>While at the Black Cathedral, any Evil player can trade 2 lives for 1 point of Craft or Strength. Good or Neutral Players roll 1 die, instead:</p> <p>1-3: Fight a Haunt, Craft 4.</p> <p>3-4: Fight a Demon, Craft 10.</p> <p>5-6: You've finally <i>seen the dark</i>; change alignment to Evil.</p> </div> </div>	<div> <div>EVENT1EVENT</div> <div>Solstice Eve</div> <div></div> <div> <p>All players must give one Magic Object to the player sitting to their left.</p> <p>Players with no Magic Objects must give an ordinary Object, Gold, or Follower.</p> <p>Players with <i>nothing</i> to give gain 4 Gold from the kingdom's charity organizations (in addition to the gift, if any, from the player to their right) and needn't give any of it away.</p> </div> </div>	<div> <div>OBJECT5OBJECT</div> <div>Portable Smithy</div> <div></div> <div> <p>Only characters with a Mule or Horse & Cart can take the Smithy. You can sell the Smithy for 5 Gold at the Village, Castle or City. You may opt to skip any turn and roll 1 die:</p> <p>1-3: Take 1 helmet, shield, or armor from the Purchase deck.</p> <p>4-6: Take 1 sword or axe from the Purchase deck.</p> </div> </div>
<div> <div>ENEMY - Monster2Monster - ENEMY</div> <div>Blood Beagle</div> <div></div> <div> <p>STRENGTH 5</p> <p>A blood beagle is searching here for food; it will remain until it is killed.</p> <p>When the blood beagle is killed, it erupts in chaos. The player who kills it immediately draws 15 Adventure cards, and any Events take place immediately, in the order drawn. Non-Events are discarded.</p> </div> </div>	<div> <div>ENEMY - Spirit3Spirit - ENEMY</div> <div>Ghost Maiden</div> <div></div> <div> <p>CRAFT 4</p> <p>A soul-sucking, beautiful ghost haunts this space, and will remain until killed.</p> <p>Players with a Craft of 4 or more automatically evade the Ghost maiden.</p> <p>The character who kills the Ghost Maiden gains 1 Craft.</p> </div> </div>	<div> <div>MAGIC OBJECT5MAGIC OBJECT</div> <div>Monkey's Paw</div> <div></div> <div> <p>Provided you have at least one Object or Follower, you may at any time discard the Monkey's Paw in exchange for 2 Gold, 2 Strength, 2 Craft, 2 Spells, or 2 Life.</p> <p>Immediately after discarding it, lose all your Followers, Gold and Objects to the discard pile, as well.</p> </div> </div>	<div> <div>ENEMY - Animal2Animal - ENEMY</div> <div>Enraged Grizzly</div> <div></div> <div> <p>STRENGTH 5</p> <p>A huge bear, driven mad and thirsting for blood, is marauding here.</p> <p>If the Enraged Grizzly is not killed immediately, it calms down and wanders to the discard pile.</p> </div> </div>	<div> <div>ENEMY - Spirit3Spirit - ENEMY</div> <div>Pooka</div> <div></div> <div> <p>CRAFT 6</p> <p>Any player may Evade the pooka by leaving 1 Gold in this space.</p> <p>The Pooka gains 1 Craft for every Gold it protects.</p> </div> </div>	<div> <div>MAGIC OBJECT5MAGIC OBJECT</div> <div>Azure Crystal</div> <div></div> <div> <p>No Evil player may take the Azure Crystal.</p> <p>The Crystal adds 2 to your Craft in psychic combat with Spirits. For every Spirit you defeat while using the Crystal in psychic combat, gain 1 Strength.</p> </div> </div>
<div> <div>PLACE6PLACE</div> <div>Secret Ravine</div> <div></div> <div> <p>You may brave the ravine by rolling 1 die and adding your Craft:</p> <p>2-7: Lose 1 turn.</p> <p>8 or more: Go to the Hidden Valley.</p> <p>If the Secret Ravine is <i>in</i> the Hidden Valley, go to the Ruins, instead.</p> </div> </div>	<div> <div>EVENT1EVENT</div> <div>Feast of St. Sinless</div> <div></div> <div> <p>All Good players may roll 1 die:</p> <p>1-2: An Evil player of your choice loses 1 life. You must express regret, however.</p> <p>3-4: Gain 1 spell.</p> <p>5-6: Gain 2 Gold.</p> </div> </div>	<div> <div>OBJECT5OBJECT</div> <div>Pirate's Map</div> <div></div> <div> <p>When this object is first drawn, place a cache of 6 Gold on the space 8 spaces clockwise from where the Pirate's Map is found. Only the owner of the map can collect the Gold, at which point the map is lost to the discard pile.</p> </div> </div>	<div> <div>PLACE6PLACE</div> <div>Country Tavern</div> <div></div> <div> <p>You may roll 1 die:</p> <p>1: Anger the locals and get in a fight with an Unruly Mob, Strength 5.</p> <p>2-4: Miss 1 turn, drinking.</p> <p>5: Gamble and win a Mule.</p> <p>6: Gamble and win 1 Gold.</p> </div> </div>	<div> <div>EVENT1EVENT</div> <div>Haunted Evening</div> <div></div> <div> <p>All Spirits on the board move three spaces clockwise.</p> <p>Any spirit moving to an occupied space attacks a character there (roll randomly if there is more than one character present). Resolve all such attacks immediately.</p> </div> </div>	<div> <div>OBJECT5OBJECT</div> <div>Flask of Oil</div> <div></div> <div> <p>The flask of oil may be used to add 2 to your Strength for the duration of one Combat, after which it is discarded.</p> </div> </div>

STRANGER 4 STRANGER Dwarvish Blacksmith  You may pay to have your Armor, Shield, or Helmet enchanted for the price of 3 Gold (the Dwarf pays only 1!). Place a marker on it to indicate that it is now a Magic Object. You may roll twice for enchanted gear, taking the best roll.	EVENT 1 EVENT Moonburst  The moons align perfectly on a misty evening, and magic flows through the land. All characters in this region gain 2 spells.	MAGIC OBJECT 5 MAGIC OBJECT Amulet of Vorlax  Whenever anyone in your Region gains a Life, Craft or Strength from an Event, Place, Stranger, Spell or space on the board, <i>you gain the same thing.</i> Whenever anyone in your Region loses a Life for any reason, <i>so do you.</i>	PLACE 6 PLACE Oriental Cathouse  You may pay 2 Gold and roll 1 die: 1-2: Have an enlightening experience with [1 die] new friends, and gain 1 Craft. 3-4: Exhausting! Gain 1 Strength. 5: You're so good they give you your Gold back, plus 1 more. 6: You contract an unpleasant malady. Lose 1 life and 1 turn.	EVENT 1 EVENT Traveling Circus  All players in this region roll 1 die for each Follower they have. On a 1, 2 or 3, the Follower runs off to join the circus (playing a long-term engagement in the discard pile).	OBJECT 5 OBJECT Rabbit's Foot  Whenever you draw an Event card you don't like, you may roll 1 die. On a 1, 2, or 3, you may discard the Event as if it were never drawn (nothing is drawn to replace it).
ENEMY - Monster 2 Monster - ENEMY Carnivorous Weeds  STRENGTH 2 This area is infested with carnivorous weeds. Any character unable to evade the weeds loses their next turn, even if they win the fight. When defeated, the weeds remain in this space. The Druid, Elf, Ranger and anyone with a Guide may automatically evade the weeds.	ENEMY - Spirit 3 Spirit - ENEMY Baba Yaga  STRENGTH 6 CRAFT 6 Baba Yaga is roaming here, hungry. You must fight her with the lower of your Strength or Craft. If she is defeated, she is not killed: move her 1 die spaces clockwise.	MAGIC OBJECT 5 MAGIC OBJECT Disposable Golem  The Disposable Golem can be animated to fight in your place. It has Strength 8. If it loses, it is automatically destroyed. If it wins, roll 1 die: 1: It survives intact. 2-5: It is destroyed. 6: It attacks its owner immediately, and then crumbles to discard-pile dust.	ENEMY - Monster 2 Monster - ENEMY Yeti  STRENGTH 5 A Yeti is marauding this area, and will remain here until it's killed. Any character who kills the Yeti in combat may devour it's heart by rolling 1 die: 1-4: Gain 1 Strength 5-6: Lose 1 Life	ENEMY - Spirit 3 Spirit - ENEMY Marley's Ghost  CRAFT [SPECIAL] Marley's Ghost is sick of being helpful and just wants to kill anyone in this space. His Craft is 1, plus twice the number of Gold his opponent owns. He will remain here until defeated.	MAGIC OBJECT 5 MAGIC OBJECT Sword of Mercy  The Sword of Mercy may be used to add 4 to the user's Strength in combat, but it cannot be used to kill. Animals and Monsters defeated with the help of the Sword remain on the board; other players may not be forced to lose lives. This sword may be used against unkillable foes like the Sentinel.
PLACE 6 PLACE Blighted Heath  The villagers here are starving. Good characters lose all their Gold here, but provided they had at least 1 Gold to give, may take any 2 objects from the Purchase deck in thanks. Neutral characters may opt to give away all their Gold as above. Evil characters must gloat, and laugh wickedly.	EVENT 1 EVENT Electrical Storm  Every character in this region loses 1 turn. Additionally, every character in this region who owns a Shield, Helmet, Armor, Warhorse, or the Holy Lance loses 1 Life.	STRANGER 4 STRANGER Bravo  A burly wrestler is here, eager to show off. You may fight him if you wish (he has Strength 5), but you may use no weapons in the battle. If you defeat him, gain 2 Gold from side-bets and move him 2 spaces clockwise. If he defeats you, lose 1 turn. If you elect to ignore him, he sulks: move him to the Tavern if he's not already there.	PLACE 6 PLACE Baba Yaga's Hut  Roll 1 die: 1: Teleport to the Cursed Glade. 2-4: Gain any one item from the Purchase deck. 3: Lose all Gold and gain 1 Life. 6: If Baba Yaga is on the board, she immediately moves to this space and attacks you. If she is not on the board, gain 2 Gold.	EVENT 1 EVENT Rude God  You are visited by a Rude God. If your Craft is less than 5, lose 1 Life. If your Craft is 5 or more, you may pick any Event in the discard pile and have it happen to another player. Resolve the event immediately, as if they'd drawn it.	OBJECT 5 OBJECT Divining Rod  Whenever you land in the Desert, you may roll 1 die. Apply the result before encountering the space: 1-3: Move to the Oasis. 4: Gain 1 Gold <i>and</i> move to the Oasis. 5-6: Gain 1 Gold.

<div>PLACE6PLACE</div> <div>Coach House</div> <div></div> <div>When leaving this space, you may forego the die-roll for movement and instead travel to any space in the Outer or Middle Region, for a price. Travel to an Outer Region <i>corner</i> space costs 1 Gold. Travel to any other space costs 2 Gold.</div>	<div>STRANGER4STRANGER</div> <div>Guy Who Knows a Guy</div> <div></div> <div>A strange man in a trenchcoat can sell you any one item from the Purchase deck, for just 1 Gold! However, he doesn't have it <i>on</i> him. Place your purchase face-down on the City space, where you can collect it at no further charge (and anyone else can collect it before you, for a bribe of 1 Gold payable when they arrive at the City).</div>	<div>OBJECT5OBJECT</div> <div>Exotic Toy</div> <div></div> <div>You can sell the exotic toy in the City for 3 Gold or at the Chapel for 4. Whenever you're a customer at the Oriental Cathouse, you may roll twice, and take the result you prefer.</div>	<div>PLACE6PLACE</div> <div>Champion's Grave</div> <div></div> <div>Good players may kneel and pray here, as if at the Chapel. Neutral players may dig: Gain 1 Gold and remove this card to the discard pile. Evil players may invoke the spirits as if at the Graveyard, <i>or</i> dig, as above.</div>	<div>ENEMY - Monster2Monster - ENEMY</div> <div>Trash Golem</div> <div></div> <div>STRENGTH 6 You may distract the Trash Golem by sacrificing objects into its churning body. For every object you sacrifice (discard), reduce its strength by 1. If you kill the Trash Golem, gain 1 Gold and any one Object from the Purchase deck.</div>	<div>PLACE6PLACE</div> <div>Monastery</div> <div></div> <div>Neutral characters may study and meditate at no charge; Good and Evil characters may do so for 2 Gold or 1 Magic Object (discard): Roll 2 dice. If the result is higher than your Craft (ignoring gains from Items or Followers), gain 1 Craft and miss your next turn. Otherwise, miss your next turn with no additional effect.</div>
<div>ENEMY - Spirit3Spirit - ENEMY</div> <div>Imp Assassin</div> <div></div> <div>CRAFT 8 Evil or Neutral characters may evade the Imp Assassin by <i>hiring</i> it for 2 Gold. The hired Imp Assassin will immediately attack any one character in the Outer or Middle region chosen by its employer, before spiriting off to the discard pile.</div>	<div>MAGIC OBJECT5MAGIC OBJECT</div> <div>Rune-Carved Skull</div> <div></div> <div>Whenever you would normally lose a life in Combat or Psychic Combat, you may elect to lose 1 Craft or 1 Strength instead.</div>	<div>MAGIC OBJECT5MAGIC OBJECT</div> <div>Unmarked Potion</div> <div></div> <div>If you choose to drink it (you may do so at any time) determine the effect by drawing the next spell card and applying it as if a wizard had cast it on you. If the spell cannot be cast on you for any reason (including timing or unclear results requiring caster choice) the potion is spoiled, instead: lose 1 turn. Discard the potion after drinking it.</div>	<div>EVENT1EVENT</div> <div>Fleeing Villagers</div> <div></div> <div>Some peasants run by in a panic, screaming of the danger they're fleeing. You may move immediately to any space in this Region with a face-up Enemy card or occupied by an Evil character. If there are no such spaces, you may move immediately to any Woods space in your Region.</div>	<div>ENEMY - Monster2Monster - ENEMY</div> <div>Plague Troll</div> <div></div> <div>STRENGTH 6 After fighting the Plague Troll, roll once if you won, twice if you lost: 1-2: Lose 1 Strength. 3-4: Lose 1 Craft. 5-6: Lose 1 Life.</div>	<div>ENEMY - Animal2Animal - ENEMY</div> <div>Giant Fire Ants</div> <div></div> <div>STRENGTH 4 If the Giant Fire Ants aren't killed, they gain 2 Strength everytime they engage in combat <i>and</i> everytime they're evaded. Place a marker to indicate their increased Strength.</div>
<div>PLACE6PLACE</div> <div>Magic University</div> <div></div> <div>Only characters who arrive with at least 1 spell may visit: While visiting, draw any number of spells for 1 Gold each, and/or choose any number of spells from the Spell discard pile for 3 Gold each.</div>	<div>FOLLOWER5FOLLOWER</div> <div>Alcoholic Dwarf</div> <div></div> <div>You've befriended Gurm Firebreath, the alcoholic Dwarf. Gurm is too besotted to be of much help, but he sings for you even when you ask him to stop. When you're in the Outer Region, you may move to the Tavern instead of rolling the die for movement. Gurm is enormously fat, and counts as 2 Followers at the Vampire's Tower.</div>	<div>OBJECT5OBJECT</div> <div>Flask of Brandy</div> <div></div> <div>Whenever you lose or tie in Combat, you may take a swig. Re-roll your die from the combat and accept the new result (your foe doesn't re-roll). If the re-rolled die lands 5 or 6, you've finished off the brandy (discard it).</div>	<div>PLACE6PLACE</div> <div>Crumbling Tower</div> <div></div> <div>If you choose to explore the tower, roll 1 die, add 1, and encounter that many Adventure cards (all at once). Cards encountered in the tower that would normally remain in this space are discarded, instead.</div>	<div>EVENT1EVENT</div> <div>Vision</div> <div></div> <div>A radiant magic light appears to you in a vision: it is in the nearest Forest or Woods space in this Region (if drawn in one, or if two are equally near, it appears in the Chapel). Place this card there to mark it's arrival. The first player to land where the light appears gains 2 Strength, then this card vanishes to the discard pile.</div>	<div>FOLLOWER5FOLLOWER</div> <div>Tiny Demon</div> <div></div> <div>The Tiny Demon will protect you from spells (as per Counterspell) at a price of 1 Gold per spell countered. The Tiny Demon can only counter spells cast on you, your Objects, your Gold or your Followers. The Tiny Demon scampers off to the discard pile if you ever visit the Chapel or the Graveyard.</div>

<div>PLACE 6 PLACE</div> <div>Ruined Moathouse</div> <div></div> <div>When the moathouse appears on the board, draw 10 Adventure Cards (without looking) and place them beneath it, face down. You or anyone who visits may choose to encounter them (all at once). Once anyone chooses to encounter the contents of the moathouse, it crumbles away to the discard pile.</div>	<div>ENEMY - Monster 2 Monster - ENEMY</div> <div>River Kraken</div> <div></div> <div>STRENGTH 7 Whenever you lose a Combat with the River Kraken, you may sacrifice (discard) a Follower to re-roll the Combat. The fight can be re-played any number of times, as long as you have Followers to spare.</div>	<div>ENEMY - Monster 2 Monster - ENEMY</div> <div>Marble Gargoyle</div> <div></div> <div>STRENGTH 4 Any hand-weapons (swords, axes, etc.) used against the Marble Gargoyle are destroyed when the fight ends, regardless of the outcome.</div>	<div>ENEMY - Monster 2 Monster - ENEMY</div> <div>Moonworms</div> <div></div> <div>STRENGTH 2 A clutch of several thousand tiny moonworms has infested the area. If they are defeated, they migrate 1 space clockwise and are not killed. Anyone defeated by the worms also loses 1 Craft.</div>	<div>PLACE 6 PLACE</div> <div>Quiet Pond</div> <div></div> <div>You may toss a pebble and roll 1 die: 1-2: You summon a water-spirit who offers to transport you immediately to any space in the Outer or Middle Region. 3-4: Nothing but pretty ripples. 5-6: Fight an angry tentacle monster (Strength 5).</div>	<div>MAGIC OBJECT 5 MAGIC OBJECT</div> <div>Obsidian Eye</div> <div></div> <div>Every time you lose a Life, gain 1 Spell.</div>
<div>ENEMY - Monster 2 Monster - ENEMY</div> <div>Hill Goblin</div> <div></div> <div>STRENGTH 2 The Hill Goblin has Strength 3 when it's in the hills.</div>	<div>ENEMY - Monster 2 Monster - ENEMY</div> <div>Hill Goblin</div> <div></div> <div>STRENGTH 2 The Hill Goblin has Strength 3 when it's in the hills.</div>	<div>MAGIC OBJECT 5 MAGIC OBJECT</div> <div>Bone Gauntlets</div> <div></div> <div>Instead of Dicing with Death, you may choose to engage the reaper in battle. He has Strength 15. If you lose the fight, you lose 3 Lives instead of 1 (you can stay to fight again next turn if you survive). If you win, he chuckles and allows you to pass.</div>	<div>MAGIC OBJECT 5 MAGIC OBJECT</div> <div>Green Grimoire</div> <div></div> <div>Any character may own the Green Grimoire, but only those with Craft 5 or better can make proper use of it. Such characters may elect to skip any turn, gaining 6 spells instead (the usual rules apply, so you'll need to pare down immediately to your limit).</div>	<div>MAGIC OBJECT 5 MAGIC OBJECT</div> <div>Charm Potion</div> <div></div> <div>You may use the potion only once, then it is discarded. The potion may be used to do any one of the following: evade a combat (not psychic), substitute for up to 4 Gold in a single transaction, or re-roll a dice result at the Tavern, Enchantress, or Village Mystic.</div>	<div>STRANGER 4 STRANGER</div> <div>Wise Hermit</div> <div></div> <div>You may enter the Wise Hermit's cave to discuss life. If you do, roll 1 die: 1 - Change alignment to Neutral. 2 - Lose <i>all</i> Gold and Objects. 3 - Lose 1 turn. 4 - Gain 2 Spells. 5 - Gain 1 Craft. 6 - Gain 2 Craft and lose 1 turn.</div>
<div>FOLLOWER 5 FOLLOWER</div> <div>Tricia</div> <div></div> <div>Tricia, the Sentinel's niece, enjoys following you around. With her as your follower, you can pass the Sentinel without a fight. Tricia's curious about life at the Oriental Cathouse. When visiting that Place, you may discard her for 2 Gold or a free visit.</div>	<div>FOLLOWER 5 FOLLOWER</div> <div>Reluctant Warrior</div> <div></div> <div>Whenever you're in Combat, roll 1 die for the Reluctant Warrior: 1-3: The warrior aids you, adding 3 to your Strength. 4-5: The warrior feigns a leg injury and doesn't help. 6: The warrior wets himself and runs off to the discard pile.</div>	<div>FOLLOWER 5 FOLLOWER</div> <div>Thaumalogist</div> <div></div> <div>With the Thaumalogist as your follower, you may gain 1 Spell on your turn (before you move) by discarding one you already have. The Thaumalogist will not enter the Mines or the Crypt with you; discard her if you go there.</div>	<div>PLACE 6 PLACE</div> <div>Black Altar</div> <div></div> <div>Evil characters with Craft 5 or better may sacrifice their followers on the black altar (one per visit). When you sacrifice a follower, gain your choice of 1 Strength, 1 Craft, 1 Gold, 1 Life, or 1 Spell.</div>	<div>EVENT 1 EVENT</div> <div>Curse of Xithyk</div> <div></div> <div>There is a clap of thunder, the sky goes dark, and in the distance, the wizard Xithyk finally dies. His final curse: Every face-up Enemy on the board moves immediately to the City. If there are no Enemies on the board, shuffle this card back into the Adventure deck instead of discarding it!</div>	<div>OBJECT 5 OBJECT</div> <div>Flash Bomb</div> <div></div> <div>Use the flash bomb to evade any Animal or Monster, or to add 1 to your Strength for the duration of one combat. Once used, the flash bomb shatters to the discard pile.</div>