

4 Stranger

### Ghostride



A skeleton-horse stops panting in front of you. You can jump on its back and take a ride to the graveyard. If the "Old battleground" or the "Ruined Cathedral" is located on the board, you can turn the horse around and reach one of the two places.

2 Monster-Enemy

### Carionette



#### Strength 2

An animated puppet steps through a little hole in the bulls-eye glass. Before you can fight this monster, you have to roll under your craft. If you fail, you lose one life and miss one turn paralysed by a poisoned needle.

2 Monster-Enemy

### Gambado



#### Strength 4

A cruel Gambado jumps out of a dark rock-cave. He will stay here until defeated.

5 Object

### Prommissory Note



The royal sealed prommissory note allows you to take all gold from one character in the same region, at the beginning of your turn. If you use the note it will be worthless, hence it is discarded.

2 Monster-Enemy

### Cloaker



#### Strength 5

A pale cloaker jumps out of the shadows. He wants to engulf you to death.

3 Spirit-Enemy

### Sheetphantom



#### Craft 3

A bedsheet is laughing at you, then tries to attack you.

3 Spirit-Enemy

### Necrophidius



#### Craft 7

A pale Deathworm is dancing in front of you. If you lose the combat, you are fascinated by its dance and will miss one turn.

1 Law-Event

### Crucifixion



All Strangers are crucified. In addition, all players with a warrant are attacked (minus 1 life).

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### Lich



In the darken crypt lives a lich of a former magician. If you give him one life or one follower, he will animate all your trophies to zombies equal their former strength. They will fight with you in only one combat. After the battle, they crumble into dust.

6 Place

### Old Battleground



Pale bones and rusty metal sign this ground as an old battlefield. You can dig if you want.

- 1 Wigh, Craft 5, attacks you.
- 2 Zombie, Strength 2, attacks you.
- 3 You find nothing, miss one turn.
- 4 You find a helmet.
- 5 You find a sword.
- 6 You find an armour.

5 mag. Object

### Heart of the Ironman



Whoever owns the heart of the iron guardian can evade him on the great brigde. The heart is made of steel. The dealer in the village will pay you two gold for the artifact.

1 Event

### Murrain



An unknown disease crawls over the land and all horses die. The farmer called it "Murrain". Discard all horses, war-horses, mules, and horse and carts. The unicorn is protected against illnesses, the centaur will lose one life. The stables in the city are closed for one turn.