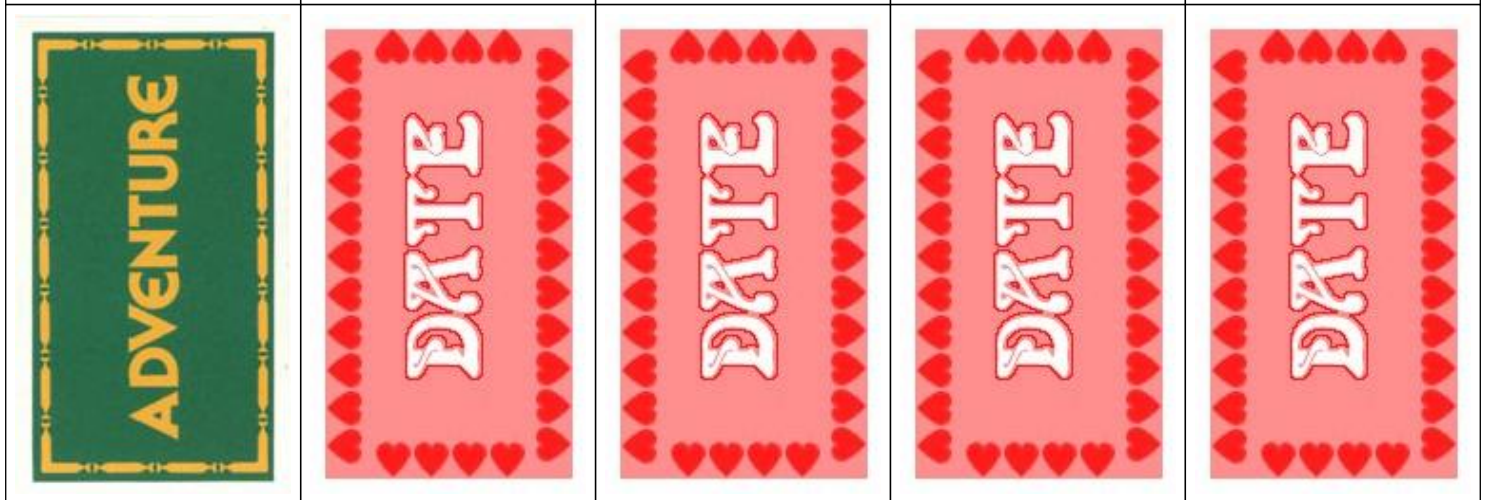


<p>STRANGER 4 STRANGER</p> <p>DATING SERVICE</p> <p>Ahh, the joys of love! If you pay one goldpiece to the counsellor you may take the next Date card from the appropriate deck. But be warned: You must keep the resulting follower until death (or one of the other usual means of losing followers) will part you.</p> <p><small>Copyright (c) Thorsten Thielen</small></p>	<p>FOLLOWER 5 FOLLOWER</p> <p>MR. RICH</p> <p>"Money makes the world go round" is Mr. Rich's motto. When he becomes your follower, you may add five goldpieces to your belongings. But as soon as you lose Mr. Rich for whatever reason, you immediately have to repay this gold or if you can't have to deposit one randomly selected object on the discard pile as compensation.</p> <p><small>Copyright (c) Thorsten Thielen</small></p>	<p>FOLLOWER 5 FOLLOWER</p> <p>HONEY</p> <p>"Do you think I'm sexy?" Well, opinions may differ but as long as you are accompanied by Honey you may add one to all die rolls (be it in a fight, with a stranger, or otherwise) if your counterpart is male. Should your counterpart be female you have to subtract one instead. Creatures that are neither male nor female seem to have a rather indifferent attitude towards her and die rolls will not be affected.</p> <p><small>Copyright (c) Thorsten Thielen</small></p>	<p>FOLLOWER 5 FOLLOWER</p> <p>MEDUSA</p> <p>Sure, Medusa isn't destined to win the Miss Universe Contest but underneath that hair of poisonous snakes, the steel-like claws and the lethal gaze there's a lonely heart longing for company. As long as Medusa is your follower you will not be molested by any enemies but on the other hand, no stranger will want to talk to you.</p> <p><small>Copyright (c) Thorsten Thielen</small></p>	<p>FOLLOWER 5 FOLLOWER</p> <p>THE DRAGONKING</p> <p>As long as the Dragonking is your follower, you may evade any dragon you might encounter if you like. Unfortunately the King's appetite is rather huge and so he demands one of your other followers for lunch everytime you roll a six for your movement. Should you run out of food ... I mean followers the Dragonking will leave you immediately.</p> <p><small>Copyright (c) Thorsten Thielen</small></p>
---	--	---	---	---



<p>FOLLOWER 5 FOLLOWER</p> <p>ATTACOBOT</p> <p>STRENGTH 5</p> <p>Weary of the endless killing and bloodshed which filled his former days, the Attacobot's internal logic circuits have decided to connect to another sentient being for company. The Attacobot will try to convince any enemy you may encounter that fighting is bad and a peaceful arrangement is better for all participating entities. Do a normal fight between your enemy and the Attacobot; should the Bot win you may evade the encounter; otherwise the Bot's circuits have finally overloaded and you must dump him on the discard pile.</p> <p><small>Copyright (c) Thorsten Thielen</small></p>	<p>FOLLOWER 5 FOLLOWER</p> <p>GRANDPA</p> <p>Grandpa is sticking to you like glue because wandering around with you proves to be definitely more fun than playing cards in the old people's home for the rest of his remaining days. If he only wouldn't insist on taking this stupid rocking-chair with him! Lower your strength by one while you have to carry the damn thing ...</p> <p><small>Copyright (c) Thorsten Thielen</small></p>	<p>FOLLOWER 5 FOLLOWER</p> <p>THE PARKER TWINS</p> <p>They may look like five year olds but they surely have the matching brain capacity, though it's hard to tell which of the two makes use of it currently. As long as you are menaced by the twins, subtract one from your craft due to their permanent giggling, grumbling and the neverending stream of stupid questions.</p> <p><small>Copyright (c) Thorsten Thielen</small></p>	<p>FOLLOWER 5 FOLLOWER</p> <p>MS. B.E.M.</p> <p>Millions of miles she has traveled through the cold and endless night of outer space to find a loving heart, however alien it may be - even if it's yours. As long as Ms. B.E.M. is your follower you may evade any B.E.M.s you may encounter.</p> <p><small>Copyright (c) Thorsten Thielen</small></p>	<p>FOLLOWER 5 FOLLOWER</p> <p>THE WARLOCK</p> <p>The warlock has gotten tired of dwelling alone in his cold, dark cave and therefore has chosen you as his companion to wander the land with you. As long as he is your follower, everybody who visits the warlock's now unprotected cave may take one from the Talismans therein.</p> <p><small>Copyright (c) Thorsten Thielen</small></p>
--	---	---	--	--

