ENEMY-Monster 2 Monster-ENEMY

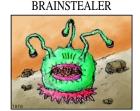
HUNGRY WEREWOLF



STRENGTH 7

A hungry werewolf attacks you and you will have to fight it. If you defeat it, it will return to human form and attack you again (Strength 5). Only if you defeat it again, you were able to kill it. If you are defeated while he is still a wolf, you will not lose a life, but instead be infected with Lycantrophy. From now noy ou will have to roll a die every turn: I means that you turn into a wolf and kill noe of your followers (randomly chosen). The illness can only habaded by wifein the doctor in the city the doctor; in be healed by visiting the doctor in the city, the doctor in the village or a prayer in the chapel.

ENEMY-Monster 2 Monster-ENEMY



CRAFT 7

This terrible creature frightens the inhabitants of this place. It will immediatly attack you and try to suck your brain. When you are defeated, instead of life you will lose one craft; when you own a helmet, you may roll a die: 1-3 means the attack was successful; 4-6 means your helm did protect you and your craft is not

ENEMY-Animal 2 Animal-ENEMY

BLOODHAWK



STRENGTH 4

A wild bloodhawk dives out of the sky and A wind bloodinate when the say attacks you! If you are defeated by it in the first round of the battle, you will lose two lifes because of its ferocious attack. The hawk will stay here until it is defeated.

ENEMY-Animal 2 Animal-ENEMY

KILLER BEE SWARM



STRENGTH 1-5

A swarm of killer bees hums over this location and will happily attack everyone that encounters them. Place 5 strength points here. Everytime the swarm gets defeated in battle, it will lose one strength. It will be defeated completly when it has lost all its strength. If you attack the swarm with a torch or other fiery weapon, you may substract two points from its strength when you are victorious.

ENEMY-Monster 2 Monster-ENEMY

HYDRA



STRENGH 1-9

A hydra is looking for prey here. Place 9 strength points here (one for each head). Every time the hydra gets defeated in battle, it will lose one head and one point of strength. If it has lost all its heads, the beast must be put onto the discard pile (That means you can not use it to gain strength points yourself!).



ENEMY-Dragon 2 Dragon-ENEMY



STRENGTH 12

A horrible death dragon threatens this area. You will have to fight it. Should you lose the battle you will not only lose one life, but also one of your followers (chosen randomly). The death dragon stays here, until it is killed.



ENEMY-Monster 2 Monster-ENEMY

MEDUSA



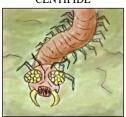
STRENGTH 10

From far away you can already hear the hissing of her snakehair. And then you have to face her: Medusa! If you are defeated by Medusa roll a die: 1, 2 or 3 means you will lose a life. 4 or 5 will cost you a life and one of your followers (randomly chosen) has been turned to stone by the gaze of the monster. If you have rolled a 6 it means you will lose a life and two of your followers.



ENEMY-Monster 2 Monster-ENEMY

CENTIPIDE



STRENGTH 3

Ratteling with a hundred legs the centipide attacks! You will have to fight it. If you are defeated roll a die: A 5 or 6 means the creatures bite was poisened and you will lose an additional life.



ENEMY-Animal 2 Animal-ENEMY

BLACK WIDDOW

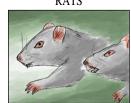


STRENGTH 1

This creepy arachnoid rushes forward on its eight tiny legs to infect you with its poisonous bite. Because of its small size you can not use any weapons against the black widow. Should you loose the fight, roll a die to see how many lives vou lose: 1-3 = 1 life; 4-5 = 2 lives; 6 = Three lives.

RATS

ENEMY-Animal



2

Animal-ENEMY

STRENGTH 2

This swarm of rats has been near starving for weeks and, mad from hunger, attacks you. The rats will stay here looking for food until they are defeated.









