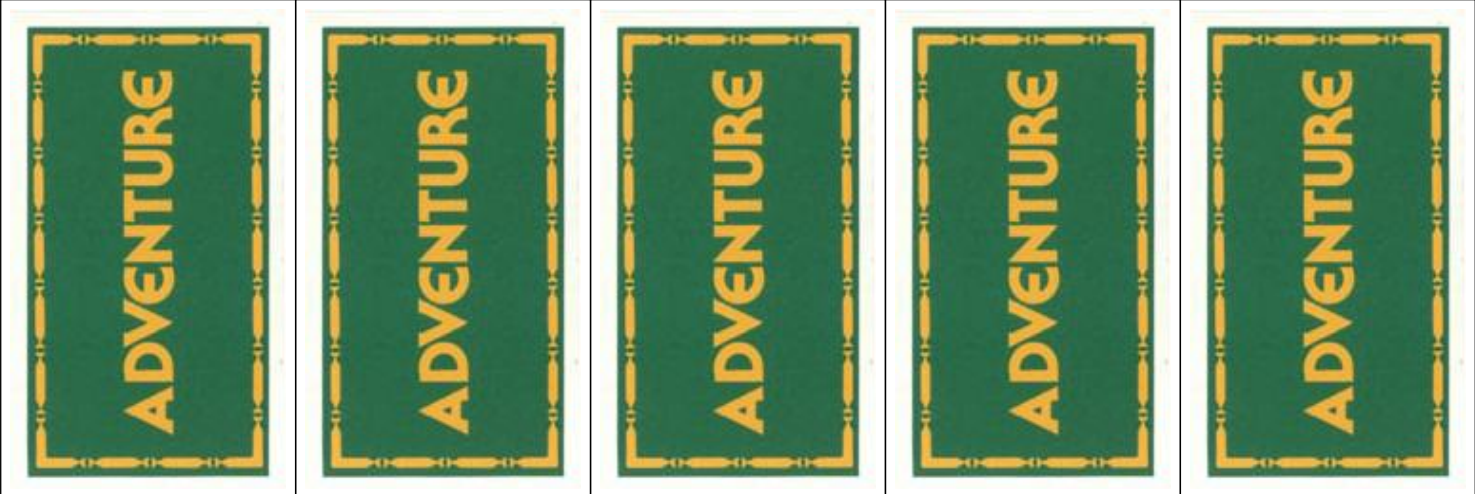


<p>ENEMY-Monster 2 Monster-ENEMY</p> <p>HUNGRY WEREWOLF</p> <p>STRENGTH 7</p> <p>A hungry werewolf attacks you and you will have to fight it. If you defeat it, it will return to human form and attack you again (Strength 5). Only if you defeat it again, you were able to kill it. If you are defeated while he is still a wolf, you will not lose a life, but instead be infected with Lycantrophy. From now on you will have to roll a die every turn: 1 means that you turn into a wolf and kill one of your followers (randomly chosen). The illness can only be healed by visiting the doctor in the city, the doctor in the village or a prayer in the chapel.</p> <p><small>Copyright (c) Thorsten Thielen</small></p>	<p>ENEMY-Monster 2 Monster-ENEMY</p> <p>BRAINSTALER</p> <p>CRAFT 7</p> <p>This terrible creature frightens the inhabitants of this place. It will immediately 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 affected.</p> <p><small>Copyright (c) Thorsten Thielen</small></p>	<p>ENEMY-Animal 2 Animal-ENEMY</p> <p>BLOODHAWK</p> <p>STRENGTH 4</p> <p>A wild bloodhawk dives out of the sky and attacks you! If you are defeated by it in the first round of the battle, you will lose two lives because of its ferocious attack. The hawk will stay here until it is defeated.</p> <p><small>Copyright (c) Thorsten Thielen</small></p>	<p>ENEMY-Animal 2 Animal-ENEMY</p> <p>KILLER BEE SWARM</p> <p>STRENGTH 1-5</p> <p>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 completely when it has lost all its strength. If you attack the swarm with a torch or other fiery weapon, you may subtract two points from its strength when you are victorious.</p> <p><small>Copyright (c) Thorsten Thielen</small></p>	<p>ENEMY-Monster 2 Monster-ENEMY</p> <p>HYDRA</p> <p>STRENGTH 1-9</p> <p>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!).</p> <p><small>Copyright (c) Thorsten Thielen</small></p>
				
<p>ENEMY-Dragon 2 Dragon-ENEMY</p> <p>DEATH DRAGON</p> <p>STRENGTH 12</p> <p>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.</p> <p><small>Copyright (c) Thorsten Thielen</small></p>	<p>ENEMY-Monster 2 Monster-ENEMY</p> <p>MEDUSA</p> <p>STRENGTH 10</p> <p>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.</p> <p><small>Copyright (c) Thorsten Thielen</small></p>	<p>ENEMY-Monster 2 Monster-ENEMY</p> <p>CENTIPIDE</p> <p>STRENGTH 3</p> <p>Rattling with a hundred legs the centipede attacks! You will have to fight it. If you are defeated roll a die: A 5 or 6 means the creatures bite was poisoned and you will lose an additional life.</p> <p><small>Copyright (c) Thorsten Thielen</small></p>	<p>ENEMY-Animal 2 Animal-ENEMY</p> <p>BLACK WIDOW</p> <p>STRENGTH 1</p> <p>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 you lose: 1-3 = 1 life; 4-5 = 2 lives; 6 = Three lives.</p> <p><small>Copyright (c) Thorsten Thielen</small></p>	<p>ENEMY-Animal 2 Animal-ENEMY</p> <p>RATS</p> <p>STRENGTH 2</p> <p>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.</p> <p><small>Copyright (c) Thorsten Thielen</small></p>
