

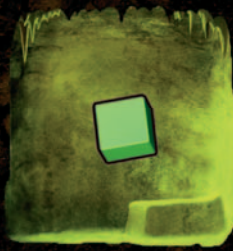
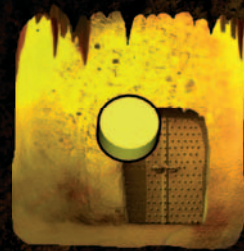
F 3

F 4

F 3



1



Rolling Stone

The first adventurer takes 3 damage (in the second year, 4 damage).

×2

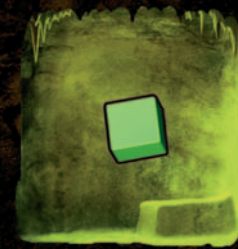
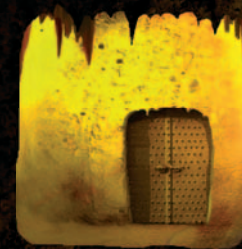
✎ → ×1

×3

✎ → ×4



2



Poisoned Meal



Pay 1 Food (in the second year, 2 Food). The first adventurer takes damage equal to his remaining hit points.



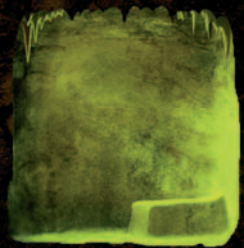
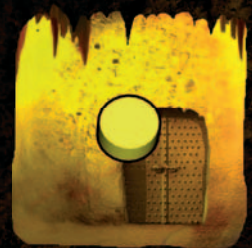
4

4

5



3



Pendulum

The second adventurer takes 3 damage (in the second year, 4 damage).

Cursed Ring

Pay 1 Gold. The adventurers fight over the ring. Each takes 1 damage. Skip the Conquering Step (and fatigue) this round.

3

2

F 4

Wizard card with 4 mana (F and 4) and 2 hearts.

F 3

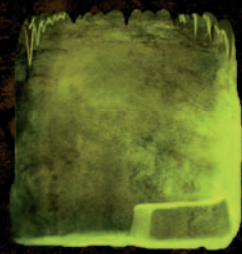
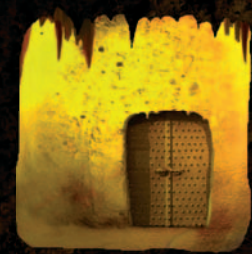
Fighter card with 3 mana (F and 3) and 1 ball.

F 3

Priest card with 3 mana (F and 3) and 2 hearts.



4



Anti-magic Dart

Deal 1 damage to the adventurer of your choice. If he is a wizard, the party casts no spells this round. If he is a priest, skip the Healing Step.

Fire Wall

Each adventurer takes 1 damage. The last one takes 1 additional damage.

1

1 damage icon (red heart with dagger) and 1 healing icon (red heart with cross).