

Plysbjorn's  
Card Almanac & Rules reference  
for Lutz Stepponat's  
**MIDGARD – DAS BRETTSPIEL**

The purpose of this document is to provide a reference for English speaking players of Midgard - das Brettspiel.

This document doesn't replace the original rules and may occasionally use a somewhat different wording than the official english rules summary. All changes are introduced with the sole purpose of enhancing clarity. Effort has been put into brevity without loss of clarity.

Some components (like the fixed tokens) are not included in the almanac as they are self-explanatory through their iconography.

As stated, the rules reference presented within this document does not replace the rules. A familiarity with the rules (the official english rules summary is recommended reading) is needed.

Please report any errors or unclarities to [andy@glossy.se](mailto:andy@glossy.se)

Happy Adventuring!

Andreas Josefsson

this a *glossy* product

# Belohnung ~ Reward Cards

NAME	EFFECT
Schlachtbeil	Condition <b>ST</b> 12: ✂ +6  2 hands, magical
Kampfstab	Condition  10: ✂ +3  +3  2 hands, magical
Schwert	Condition <b>ST</b> 10: ✂ +5  2 hands, magical
Silbernes Amulett mit Opal*	Other adventurers may only attack you after making a successful  -roll.
Kraffring*	 +1
Schutzamulett*	Immunity vs spells
Obsidian Ring*	Contains one random spell that may be used once (no any  -roll).
Hemd aus Sternensilber	 Can be combined with other armor.
Goldener Schild	 +2
Zauberbuch	Contains two random spells.
Edles Ross*	You gain one extra movement action and may carry two more items
Zeitglas	Shuffle the <i>Belohnung</i> deck (together with discards) and draw another card
Glaskugel	Draw 2 <i>Belohnung</i> cards and choose one (not after Adventures or Shadows)
Rostiger Schlüssel	 +1
Zwergische Kettenhaube	 Can be combined with other armor.
Tarnumhang	You are invisible to other adventurers. At the beginning of next turn, move to any town
Gold	Receive  or 
Eigenschaft +1	 -1: raise an attribute by +1
Eigenschaft +2	 -1: raise one or two attributes by +1 each
Überraschung	Choose a Spell, an Equipment or a Weapons & Armour card
Blindkritz	 -1: exchange this card for an object in a town you're visiting (no roll)
Taschenigel	Other adventurers may only try to steal from you after making a successful <b>ST</b> -roll
Artefakte	General effect: Dice substitution 17 (one use)
Seemeister	<i>Das Daimonomikon 1*</i> <i>Das Daimonomikon 2*</i> <i>Das Chronorheon Parallaxon*</i> <i>Das Thalassamanuskript*</i>
Ring der Minne	<i>Der Ring der Treue*</i> <i>Der Ring der Hingabe*</i> <i>Der Ring der Begierde*</i> <i>Der Ring der Wahren Liebe*</i>
Gilgalars Gemme	<i>Die Rubingemme*</i> <i>Die Smaragdgemme*</i> <i>Die Saphirgemme*</i> <i>Die Bernsteinemme*</i>
Reliquie Albas	<i>Der Schädel der Heiligen Vanafred*</i> <i>Das Schwert des Heiligen Farand*</i> <i>Seine Colbrans Knüppel*</i> <i>Das Schilfrohr des Heiligen Esbern*</i>

## Schicksal ~ Fate

NAME	EFFECT
Bluthund	Guardian:  +5  +11  +9 Victory: Flee with object to next town, +1EP. : Continue fight or go to <i>Turm</i> .
Ein Geräusch?	Either discard 1 <i>Aktionen</i> card and reroll OR draw another <i>Schicksal</i> card
Falle!	You're hit by a tiny dart: Test : You may reroll. Failure: Go to <i>Turm</i> . Companions may flee.
Glück gehabt!	Noone noticed! You may reroll.
Quälgeist	Guardian:  +3  +8 +12 (defend with  or else Frightened) Victory: Flee with object to next town, +1EP. Frightened: Go to <i>Turm</i> .
Schicksal	Shuffle all <i>Schicksal</i> cards and draw another one.
Soldat	Guardian:  +0  +14  +11 Victory: Flee with object to next town, +1EP. : Continue fight or go to <i>Turm</i> .
Verrat!	Your were ePected! Go to <i>Turm</i> . No Health loss.
Zwergbasilisk	Guardian:  +1  +10 +15 (defend with  or else Confused) Victory: Flee with object to next town, +1EP. Confused: Go to <i>Turm</i> .

## Aktionen ~ Action Cards

NAME	EFFECT
Barde	Roll <i>Musizieren</i> +9: Another Adventurer loses all remaining Actions and must return  to the supply.
Dieb	Roll <i>Stehlen</i> +11: The active Adventurer is robbed and must return 3GC to the supply.
Kritischer Abwehr	You successfully  vs any (including <i>Kritischer Treffer</i> ).
Kritischer Treffer	Your  may only be  against by playing the <i>Kritische Abwehr</i> card.
Kurtisane	Roll <i>Seducen</i> +9: Another adventurer loses all remaining actions and must return  to the supply.
Schätze tauschen	You may swap places of any two <i>Schätze</i> on the board.
Strahlendes Lächeln	The active adventurer in the same town as you must give you the <i>Schatz</i> he/she just acquired.
Überraschende auswahl	You may draw two and keep one <i>Belohnung</i> Cards when receiving a reward (other than through <i>Schatten</i> and <i>Abenteuer</i> )
Überraschung	You win the  roll. Any <i>Spezialangriff</i> is cancelled.
Unterstützung	+4 or +5 on  or  or  rolls vs  or
Verräter	You gain control over an object even if your <u>unsupported</u> dice roll fail. Flee to neighboring town and forfeit any remaining actions.
Verwechslung	Recieve the  award when an active Adventurer in the same town as you makes a delivery.
Würfellersatz	Use instead of rolling the dice. The depicted number is the result.

## zufällige marken ~ Random tokens

NAME	EFFECT
<b>FÄLSCHUNG</b>	Deliver this forgery before the original and receive reward
<b>KREATOR</b>	Defeat to receive 1 <i>Belohnung</i> card
<b>GEGENSTAND</b>	Use once then discard
<b>Greifenfeder</b>	Move to any town up to three moves away
<b>Parole</b>	Enter a city with a <i>Schatte</i> and perform actions
<b>Rauchpulver</b>	Make one reroll OR flee
<b>Schildgürtel</b>	Cancel one combat or one spell
<b>Schnelligkeit</b>	⚙️ +3
<b>Stärketrank</b>	One round of combat: ⚔️ +4 🛡️ +4
<b>BEGEGNUNG</b>	Make test for effect
<b>Bibliothek</b>	📖 Success: Draw 1 <i>Aktionen</i> card
<b>Bürger</b>	📄 Success: Draw 1 <i>Aktionen</i> card
<b>Hexer</b>	🔮 Failure: -1 EP
<b>Spelunke</b>	🟢 Failure: Return 🟡 to supply
<b>Verwechslung</b>	📄 Failure: Draw 1 <i>Schicksal</i> card
<b>Verwechslung</b>	🟢 Failure: Draw 1 <i>Schicksal</i> card
<b>EREIGNIS</b>	Place tile on town
<b>Attentat</b>	-2 vs 🟢 and -2 vs 🟢
<b>Feuer</b>	-2 vs 🟢 and +2 vs 🟢
<b>Karneval</b>	+2 vs 🟢 and +2 vs 🟢
<b>Unruhen</b>	+2 vs 🟢 and -2 vs 🟢

## fertigkeit ~ Skills

NAME	COND.	EFFECT
<b>Akrobatik</b>	🟢10	⚔️ +2, 🛡️ +5
<b>Athletik</b>	📄9	+5 vs 🟢
<b>Beredsamkeit</b>	📖9	+5 vs 🟢
<b>Gassenwissen</b>	📖9	⚙️ -1: Look at all concealed 🟢 or 🟢 in a town
<b>Gaukeln</b>	🟢10	+5 on rolls vs <i>Aufgaben</i> . You may enter towns with <i>Schatten</i>
<b>Geschäftstuchtigkeit</b>	📖9	🟡 when or delivering an 🟢 or 🟢
<b>Göttlicher Segen</b>	📖9 📄9	⚔️=📄 -2, 🛡️=🟢 -2, ⚡=📖 -2
<b>Kampftaktik</b>	📄9	📖 +5. Any initial <i>Spezialangriff</i> by a <i>Schatte</i> is cancelled
<b>Klettern</b>	📄9	One reroll vs 🟢
<b>Landeskunde</b>	🟢9 📖9	Cancel any <i>Schicksal</i> cards (except <i>Falle</i> and <i>Glück gehabt</i> ). ⚙️ -1: Reroll.
<b>Menschenkenntnis</b>	📖9	Cancel 🛡️ roll after making a successful roll vs 🟢.
<b>Meucheln</b>	🟢9 📄9	Winning 📖: ⚔️ +3 first round of Combat. Drawing a <i>Schicksal</i> card: draw two and pick one card.
<b>Robustheit</b>	📄10	❤️ +2, ❤️: reroll vs <i>Aufgabe</i>
<b>Schauspielern</b>	📖9	One reroll vs 🟢
<b>Schlösser Öffnen</b>	🟢9	Cancel 🛡️ roll when making a successful roll vs 🟢
<b>Stehlen</b>	🟢10	Thievery attempt: 🟢 +4 on own roll and 📖 -4 on victims roll.
<b>Verkleiden</b>	📖9	You may enter and take normal actions in towns with <i>Schatten</i>
<b>Waffenfertigkeit</b>	🟢9 📄9	⚔️=📄, 🛡️=🟢
<b>Zaubern</b>	📖10	⚡=📖

## Waffen & Rüstungen

### ~ Weapons & Armour

NAME	COND.	EFFECT
Bihänder	ST10 GE9	⚔ +8, ❤️❤️, Two-handed
Buckler	-	Shield: 🛡 +1
Grosser Schild	ST10	Shield: 🛡 -1, 🛡 +3
Kettenhaube	ST9	Armor: ❤️❤️
Kettenrüstung	ST9	Armor: 🛡 -1, ❤️❤️❤️
Kleiner Schild	-	Shield: 🛡 +2
Kurzschwert	-	⚔ +4, ❤️
Langschwert	ST9	⚔ +5, ❤️
Lederhelm	-	Helm: ❤️
Lederrüstung	-	Armor: ❤️❤️
Magierstab	IN9	⚔ +5, ❤️
Rapier	GE9	🗡 +2, ⚔ +4, ❤️
Streitaxt	ST9	⚔ +5, ❤️
Streitkolben	IN9	⚔ +5, ❤️
Textilrüstung	-	Armor: ❤️

## Ausrüstung ~ Equipment

NAME	EFFECT
Dietrich	🌀 -1 to leave the Tower
Gürteltasche	Handsize +1. Draw Phase: Draw 2 <i>Aktion</i> cards and pick one
Hasenpfote	One reroll per combat (🛡, ⚔ or 🛡)
Kletterhaken	+2 on rolls vs <small>unstable</small>
Laterne	You may unreveal a just revealed <small>unstable</small> (ignoring it's effect).
Laute	+2 on rolls vs <small>poison</small>
Pferd*	+1 movement action or +2 inventory slots
Rucksack*	+3 inventory slots
Schminke	+2 on rolls vs <small>poison</small>
Seil	+2 on rolls vs <small>unstable</small>
Umhang*	You may unreveal a just revealed <small>poison</small> (ignoring it's effect).

## Casting spells


















Turn Zaubersprüche 90° to indicate use.

























⚡ + spell ⚡ + other + D20 ≥ 20 = Spell takes effect

## Zauberspruch ~ Spells

NAME	COND.	EFFECT
Anziehen	🌀 -1 ⚡ +3 Action Phase	Another adventurer in the same town pays you <small>G</small>
Bescheunigen	🌀 -1 ⚡ +3 Action Phase	Double your remaining actions this Action Phase.
Elfenfeuer	⚡ +3 Combat	❤️❤️ to target. Failure: ❤️❤️ to caster.
Feuerkugel	⚡ +2 Combat	❤️❤️ to target. Failure: ❤️❤️ to caster.
Flammenklinge	⚡ +2 Combat	⚔ +10 for the rest of the Combat.
Fliegen	⚡ +2 Action Phase	If you encounter a Wächter due to a <i>Schicksal</i> draw you may move a neighbouring town.
Funkenregen	⚡ +3 Combat	Target may not attack or defend for one combat round. Failure: ❤️❤️ to caster.
Geas	🌀 -1 ⚡ +4 Action Phase	Force target into allying with you.
Heilen von Wunden	🌀 -1 ⚡ +4 Round	❤️ +3
Macht über das Selbst	⚡ +3 Action Phase	+5 vs <small>unstable</small>
Macht über Menschen	⚡ +3 Action Phase	+5 vs <small>unstable</small>
Rindenhaut	⚡ +2 Combat	❤️❤️❤️ during this combat.
Schutzgeist	⚡ +3	Gain one reroll.
Unsichtbarkeit	⚡ +3 Action Phase	Move through towns with <i>Schatten</i> without penalty.
Verlangsamern	🌀 -1, ⚡ +3	Target only get one action during next action phase.
Versetzen	🌀 -1, ⚡ +2 Action Phase	Move to any town within a radius of 3. One ally may join. Failure: Adventurer to the left decides destination.
Verwirren	🌀 -1, ⚡ +3	Trade one object with an adventurer in the same town.
Zauberschild	⚡ +2 Combat	🛡 +5 for the rest of the Combat.

# Abenteuer Grad 1 ~ Adventures Level 1

NAME	SOLUTION	REWARD	BOSS	SPECIAL ATTACK	SPECIAL
Das Hügelgrab bei Clydach	<i>Spruchrolle</i>		<b>Mumie</b>   +0  +22  +20  per hit	All adventurers test  . Failure: Adventurer must flee.	Feuerkugeln does double damage to <i>Mumie</i>
Die Kinder des Ogres	<i>Seltene Kräuter</i>	3 <i>Behlonung</i> cards 1EP per solved <i>Aufgabe</i> 1EP per adventurer	<b>Edris, die schwarze Hexe</b>   +10  Autohit  +20   to all adventurers per hit		
Unter den Nebelbergen	<i>Ei des Phönix</i>		<b>Der grosse Orc</b>   +5  +20  +20  per hit		

AUFGABEN	TEST	HELP	SOLUTION	ADVENTURER	PARTY PENALTY
Beweglicher Boden!		-	-		
Eine Falle?		-	-		
Eine Rätsel lösen?		-	-	-	-1 <i>Aktion</i> card per player
Eine Sackgasse?	Skills effective vs 	Anything effective vs 	<i>Dietrich, Schlösser öffnen</i>		-1 <i>Behlonung</i> card by the end of the adventure
Eine schwere Platte!		-	-		Adventure over
Ein verschlossene Tür!	Skills effective vs 	Anything effective vs 	<i>Dietrich, Schlösser öffnen</i>		-1 <i>Behlonung</i> card by the end of the adventure
Geheimer Hinweis	Skills effective vs 	Anything effective vs 		<i>Turm</i>	Adventure over
Misstraurische Einwohner	Skills effective vs 	Anything effective vs 		<i>Turm</i>	Adventure over
Und dieser Stein?		-	-		Adventure over
Verborgenes Pergament		-	-	-	-1 <i>Aktion</i> card per player

# abenteuer grad 2 ~ Adventures Level 2

NAME	SOLUTION	REWARD	BOSS	SPECIAL ATTACK	SPECIAL
Die Kinder des Träumers	Laute OR Zauberöl		Seele des Wahnsinnigen Mönchs Illbert ♥♥♥♥♥♥ 👉 +15 ⚡ Autohit on 11 -20 🛡 +20 Hit: adventurer is incapacitated		Illibert only takes damage from magic weapons and spells.  If all adventurers are incapacitated they die and the adventure is over.
Der weisse Wurm	Heilkräuter OR Biblios irisiens	4 <i>Belohnung</i> cards 1EP per solved <i>Aufgabe</i> 2EP per adventurer	Lady Silvynn ni Eonwy, höhere Dämonin ♥♥♥♥♥♥ 👉 +10 ✂ +23 🛡 +23 ♥♥ per hit		If Lady Silvynn hits on 11 -20, the adventurer is poisoned and suffer ♥ every turn.
Des Zaubermeisters Erben	Wassis -Kröte		Magischer Spiegel im Turm des Seemesters Schubidub 👉? ✂? 🛡? ♥? ♥?		Each adventurer must fight his/her dark twin (identical stats) to the death.
AUFGABEN	TEST	HELP	SOLUTION	ADVENTURER	PARTY PENALTY
Diplomatie	👉 -3	Schauspielern	Landeskunde	Turm	All adventurers to Turm
Eine Truhe öffnen?	🟢 -3	Schlösser öffnen	Rostiger Schlüssel	-	-1 <i>Aktion</i> card per player
Ein Fallgitter!	🟠 -3	Rostiger Schlüssel	Versetzen	♥	All adventurers to Turm
Eisen -Tür öffnen	🟢 -3	Dietrich	-	-	-1 <i>Aktion</i> card per player
Gross und breit!	👉 +4 ✂ +16 🛡 +12 ♥♥♥♥♥♥			♥♥ per hit	Adventure over (party dead)
Informant?	👉 -3	Gassenwissen	Scharfblick	-	-2 <i>Belohnung</i> cards by the end of the adventure
Nur ausleihen!	🟢 -3	Unsichtbarkeit, Tarnumhang	Stehlen	Turm	All adventurers to Turm
Patrouille?	👉 -3	Schauspielern	Landeskunde	-	All adventurers to Turm
Steile Wand!	🟠 -3	Klettern	Fliegen	♥	-2 <i>Belohnung</i> cards by the end of the adventure
Was will den der?	👉 +2 ✂ +12 🛡 +12 ♥♥			♥♥ per hit	Adventure over (party dead)

## Abenteuer Grad 3 ~ Adventures Level 3

NAME	SOLUTION	REWARD	BOSS	SPECIAL ATTACK	SPECIAL
Das Land, das nicht sein darf	<i>Doppelbock</i> OR <i>Landkarte</i>	5 <i>Behlohung</i> cards 2EP per solved <i>Aufgabe</i> 2EP per adventurer	<i>Der dunkle Seemeister...</i> ♥♥♥♥♥♥♥♥ 👣+20 ✂+25 🛡+29 ♥♥ per hit	All adventurers test 🗨 27 Failure: <i>Seemeister</i> takes control of adventurer.	Controlled adventurers must first be defeated before <i>Der Seemeister</i> can be attacked.
Der wilde König			<i>Ulyavanna...</i> ♥♥♥♥♥♥♥♥ 👣+17 ✂+25 🛡+25 ♥♥ per hit		⚡ Death aura: all adventurers suffer ♥ every turn.  <i>Ulyavanna</i> is immune to spells.
DIFFICULT	TEST	HELP	SOLUTION	ADVENTURER	PARTY PENALTY
Die Decke stürzt ein!	ST -6	-	-	♥	Adventure over (party dead)
Dunkelheit!	ST -6	<i>Laterne</i>	-	-	-2 <i>Aktion</i> cards per player
Ein schmaler Grat.	GE -6	<i>Seil</i>	<i>Akrobatik</i>	♥	-3 <i>Behlohung</i> cards by the end of the adventure
Illusion?	🗨 -6	-	<i>Schutzamulett</i>	<i>Turm</i>	All adventurers to <i>Turm</i>
Kristallstatue	👣+6 ✂+14 🛡+12 ♥♥♥♥ Only vulnerable to magic weapons and spells			♥♥ per hit	Adventure over (party dead)
Labyrinth!	Any skill -6	<i>Kampftaktik</i>	-	<i>Turm</i>	All adventurers to <i>Turm</i>
Magischer Tor.	🗨 -6	-	-	<i>Turm</i>	All adventurers to <i>Turm</i>
Rotierende Klängen.	GE -6	-	<i>Versetzen</i>	♥	Adventure over (party dead)
Was für ein Beil!	👣+2 ✂+16 🛡+14 ♥♥♥♥♥♥			♥♥ per hit	Adventure over (party dead)
Was is denn das?	🗨 -6	-	<i>Glaskugel</i>	-1🗨	Adventure over

## Schatten ~ Shadows

NAME	STATISTICS	SPECIAL ATTACK	OTHER	REWARD
Orc-Häuptling	♥♥♥♥♥ + no. of players 👣+2 ✂20 🛡22 ♥ per hit	-		3 <i>Behlohung</i> cards 2EP per adventurer
Söldner	♥♥♥ + no. of players 👣+2 ✂20 🛡22 ♥ per hit	✂22 ♥		3 <i>Behlohung</i> cards 2EP per adventurer
Hexer des Grauens	♥♥♥* + no. of players 👣+2 ✂20 🛡22 ♥ per hit	🗨24 Failure: Flee + ♥	* When dying roll dice. 11 -20: <i>Der Hexer</i> lives on with ♥♥♥	4 <i>Behlohung</i> cards 3EP per adventurer
Lindwurm	♥♥♥♥♥♥♥♥♥♥♥♥♥♥ 👣+6 ✂22 🛡23 ♥♥ per hit	♥		5 <i>Behlohung</i> cards 3EP and 🟡🟡🟡 per adventurer

## turn summary

### 1. planning phase

- Straighten spell cards.
- Play an *Aktion* card from hand (if no cards in hand, draw and play from draw pile).
- OR Pay **G**, discard any cards on hand and draw four new. This ends turn.

### 2. action phase

Take number of actions stated by *Aktion* card.

While in Turn, the player cannot perform any other actions than Leave Turn.

No actions may be taken in a town with a *Schatten*.

#### FREE ACTIONS

- Ally with an adventurer
- Play an *Aktion* card
- Draw 1 *Aktion* card for **G G G**

#### 1 POINT ACTIONS (☉-1)

- Draw 1 *Aktion* card
- Move to neighbouring town
- Train ability
- Shop for items
- Learn new skill
- Heal
- Repair *Rüstung* or *Helm*
- Gain fixed token
- Reveal and resolve a random token
- Deliver a token
- Go on an adventure *Abenteuer*
- Fight *Schatten*
- Trade one item with another adventurer
- Thievery attempt vs another adventurer
- Attack another adventurer

#### 2 POINT ACTIONS (☉-2)

- Leave *Turm* - discard *Turm* token.
- Discard *Diebstahl* token.
- Discard *Überfall* token.

### 3. ally bonus phase

Allies receive one action each (may not be used for movement).

By the end of this phase any alliances are dissolved.

### 4. draw phase

- Draw 1 *Aktion* card
- Discard down to hand limit (4)

## combat

Combat consists of several rounds.

Special attacks takes place before rest of combat.

Initiative is rolled once at start of combat.

Initiative:  $\text{D}20 + \text{mod} + \text{D}20$ : highest total attacks first.

Attack:  $\text{Weapon} + \text{other mod} + \text{D}20 \geq 20$

Defence:  $\text{Shield} + \text{other mod} + \text{D}20 \geq 20$  AND  $\geq \text{Attacker's total}$

If attacker is successful and defender is not, defender takes damage.

Repeat making combat rounds until either one of the participants yields, flees or runs out of **♥**.

#### KREATUR (AMONG RANDOM TOKENS)

Only active player can fight.

As long as the creature fails to inflict damage the adventurer may flee without any penalties.

If adventurer flees after creature has inflicted any damage, it gets one free attack against which the adventurer may not defend. Turn over.

#### WÄCHTER (SCHICKSAL CARDS)

Active adventurer must fight first.

If *Wächter* inflicts any damage the adventurer is put in *Turm*, the party flees to next town or continues combat. A victorious adventurer receives 1 EP. The active player (if alive) is freed from *Turm* and receives the token. The whole party flees to next town. Noone gets a bonus action. Turn over.

#### DURING ADVENTURE TASKS

One adventurer fights the creature.

The adventurer may flee and let another adventurer continue the combat. If so the creature gets one free attack against which the adventurer may not defend. The adventurer may not join the combat again.

#### BOSS AT THE END OF AN ADVENTURE

Special attacks targets whole party.

One adventurer fights the creature.

The adventurer may flee and let another adventurer continue the combat. The creature then gets one free attack against which the adventurer may not defend. The adventurer may not join the combat again.

#### SCHATTEN

*Schatten* does not need to roll for  $\text{☉}$  and  $\text{☪}$ ; all results are noted on the card.

All party members may attack *Schatten* during a combat round. All party members must defend against *Schatten* attacks.

## actions explained


### ALLY WITH AN ADVENTURER (FREE ACTION)


Must be in the same town as active adventurer.  
No one may be forced into allying.

### ATTACK ANOTHER ADVENTURER

An adventurer with a *Überfall* token may not attack another adventurer.

The victim must be in the same town as the active adventurer.

Regular combat ensues. As soon as any adventurer suffers , he/she may yield (and loses combat).

The winner may take one treasure, equipment, , item (including *Behlohung* card items), artifact, forgery or token.

Attacker receives the *Überfall* token (even if he/she lost the combat).

### DELIVER A TOKEN

*Fälschungen* may be delivered if original is not yet in place. Roll D20 + value of forgery  $\geq 20$ : Place token and claim reward; else forgery is discarded and adventurer is sent to *Turm*.

To deliver original if forgery is in place: Roll D20 + value of forgery  $\geq 20$ : Discard forgery, deliver original and claim reward; else original is discarded and adventurer is sent to *Turm*.

All deliveries get reward described on token.

Second delivery additionally gets city *Schätze* and the adventurer gets to place an *Abenteuer* on the board (not in same town as other *Abenteuer* or *Schatten*).

Third delivery additionally lets adventurer draw a *Behlohung* card.

### DRAW 1 AKTION CARD (FREE ACTION)

Pay   


### FIGHT SCHATTEN

See Combat.

### GAIN FIXED TOKEN




Roll vs  or 

One or two ability rolls Ability + mod + D20

Pay  for a +2 mod.

Allies gives +4 mod each (max +8)

<20: Failure. Draw 1 *Schicksal* card

$\geq 20$ : Success. Token makes resistance roll(s) (can be negated by paying   ).

Resistance roll > ability roll: Failure. Adventurer may spend 1 ACTION for another attempt.

Failed resistance roll: Adventurer picks up token.

## GO ON AN ADVENTURE

Draw three random *Ausgaben* of corresponding level.

Active player looks at one and decides who in the party gets to try to solve it first (may not be forced). Each party member gets one try until task is solved or all have failed. The card states the effect of both individual and collective failure.

*Hilfe* items turn negative task modifiers into positive ones. *Lösung* items grants automatic success. Forgeries do not work. Items are not spent.

The adventurer who solves a task holds on to the *Ausgaben* card.

After each task the party may abort (no reward).

After all three tasks have been solved the party faces the adventure's boss in combat.




After successfully finishing the adventure the reward is handed out. Active player gets first pick of *Behlohung* cards (max. 1 per adventurer). Adventurers get EP according to the adventure + individually 1 EP per solved task.

Active player places a *Schatten* card in a town without other *Schatten* or *Abenteuer*.

## HEAL


Play *Aktion* card to heal OR cast the healing spell *Heilen von Wunden*.

## LEARN NEW SKILL

Pay   : choose a skill *Fertigkeit* (1 per level).

## MOVE TO NEIGHBOURING TOWN

No diagonal movement.

Move into town with *Schatten*:  (unless *Schatten* is immediately attacked)

## PLAY 1 AKTION CARD (FREE ACTION)

Not for healing purposes

*Reaktion* cards may be played out of turn

## REPAIR ARMOR OR HELMET

In towns 6 and 10 adventurers may restore an armor or helmet (no cost).

## REVEAL AND RESOLVE A RANDOM TOKEN

A *Fälschung* or *Gegenstand* is added to adventurers inventory.

An *Ereignis* is placed on the town tile and goes immediately into effect.

A *Kreatur* triggers combat. If it survives, the token is flipped down and left in play; else the token is discarded from play.

A *Begegnung* triggers an ability roll. If the roll fails, the token is flipped down and left in play; else the token is discarded from play.

## SHOP FOR ITEMS

**G** : draw 1 random card

**G G** : draw 2 random cards, keep 1

**G G G** : choose any card from draw pile

Equipment *Ausrüstung*: towns 3 and 9

Spells *Zaubersprüche*: towns 1 and 7

Weapons & Armour *Waffen & Rüstungen*: towns 6 and 10

## THIEVERY ATTEMPT VS ANOTHER ADVENTURER

An adventurer with a *Diebstahl* token may not make a thievery attempt.

The victim must be in the same town as the active adventurer.

Roll **GE** + D20  $\geq$  20 (mod by *Stehlen*): Success.

Regardless result, victim rolls **IN** + D20  $\geq$  20 (mod by *Stehlen*).

Victim's roll  $\geq$  20 AND  $\geq$  attacker's roll: Attempt fails  
Victim gets one free attack. The thief may only defend.

If thief's roll is successful and victim's roll a failure the thievery attempt is successful.

Attacker may steal one treasure, equipment, **G**, item (incl. *Behlonung* card items), artifact, forgery or token.

Receive the *Diebstahl* token (even if the attempt fails).

## TRADE ONE ITEM WITH ANOTHER ADVENTURER

Active player may trade with another adventurer in the same town: item for item or for **G** (1:1).

## TRAIN ABILITY

Pay **G G G G**

**GE** +1: towns 4 and 8

**IN** +1: towns 5 and 11

**ST** +1: towns 2 and 12

## Legend

	action point	<i>Aktionspunkt</i>
	initiative	<i>Initiativ</i>
	attack	<i>Angriff</i>
	magic	<i>Zaubern</i>
	defence	<i>Abwehr</i>
	gold coin	<i>Goldstück</i>
	strength	<i>Stärke</i>
	intelligence	<i>Intelligenz</i>
	dexterity	<i>Gewandheit</i>
	life point	<i>Lebenspunkt</i>
	damage	<i>Schade</i>
	building	<i>Gebäude</i>
	person	<i>Person</i>

## Treasure, artifacts and backpack

*Schätzen* does not have to be put into the backpack.

All items marked with a \* or a foot icon are not placed in the backpack and do not take up an inventory slot.


*Artefakten* are either kept hidden in hand or placed face up in front of the player.

*Zaubersprüche* are kept in the spell book.

## MISC

If an adventurer cannot use a *Behlonung* card for any reason, he/she may immediately trade it for **G G**.

A die roll of 20 is always a success regardless of the target number.

When an adventurer loses all  he/she must skip next turn, lose enough EP to go down one level. The latest acquired skill is inactivated (but not lost) until adventurer regains the level.

## EXPERIENCE POINTS EP ARE REWARDED FOR

- Delivering people and items to towns.
- Defeating *Wächter* among the *Schicksal* cards
- Solving *Aufgaben* during adventures.
- Defeating adventure bosses.
- Defeating *Schatten*.

## Winning

Collect 5 Prestige Points (PP) to win.

All PP awards are cumulative.

## SCHÄTZE

1PP: any two treasures

2PP: three treasures of a kind (same type or material)

2PP: four treasures of a kind

## ARTEFAKTE

1PP: any two artifacts

1PP: any three artifacts

2PP: three artifacts from the same group

1PP: four artifacts from the same group

## SCHATTEN

2PP: singlehandedly defeat a level 3 Shadow

3PP: singlehandedly defeat a level 4 Shadow

## ABENTEUER

5PP: singlehandedly complete a level 3 adventure

## LEVEL

1PP: To be the first player to reach a higher level.

## ABILITIES

1PP: To be the first to reach 12 in an ability (treasure bonuses do not count)