

Bandit

2



÷2

Flee, and you will
lose half your money!
(round down result)

+3

Bandit

2



÷2

Flee, and you will
lose half your money!
(round down result)

+3

Assassin

3



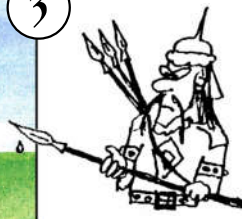
-1

One injury, and your
henchman is poisoned!

+3

Assassin

3



-1

One injury, and your
henchman is poisoned!

+3

Legionary

4



+3

Bandit

5



÷2

Flee, and you will
lose half your money!
(round down result)

+4

Bandit

5



÷2

Flee, and you will
lose half your money!
(round down result)

+4

Bandit

5



÷2

Flee, and you will
lose half your money!
(round down result)

+4

Assassin

6



-1

One injury, and your
henchman is poisoned!

+4

Legionary

7



+4

Bandit

8



÷2

Flee, and you will
lose half your money!
(round down result)

+5

Assassin

9



-1

One injury, and your
henchman is poisoned!

+5

Legionary

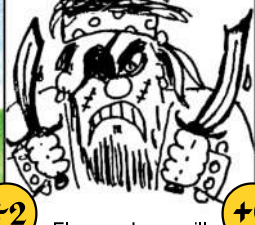
10



+5

Bandit Boss

11



÷2

Flee, and you will
lose half your money!
(round down result)

+6

Chief Assassin

12



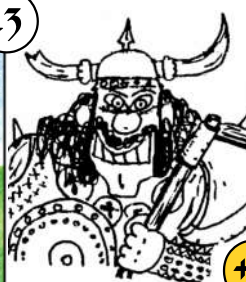
-1

One injury, and your
henchman is poisoned!

+6

Legionary Major

13



+6

Giant Bandit

14



÷2 +8

Flee, and you will lose half your money! (round down result)

Assassin Titan

15




-1 +8

One injury, and your henchman is poisoned!

Sho-Wung

17




-1 +10

One injury, and your henchman is poisoned!

Warpig


20



0 +15

If your henchman flees, he loses all gulden!


Casino



Play a simple roulette. A maximum of three times per day bet on even or odd and roll your die, to double or lose your wager.

- +


Dragons Lair



-5 -1 -1 +1 +3 +5

If you send your stooge in, roll your die, to determine his fate!

Portal



Roll a die to send your henchman to an arbitrary field in the chosen land!


Rumpelstilz



If you succeed, naming a number and then rolling it with your die, you gain 6 gulden!

+6

Elf, the Scout



Eager to help, the Elf shows you an arbitrary card in the whole Reich!


Priest of Trade



-2


For 2 gulden each draw cards from the drawing pile on your hand.

Tornado




Simultaneously each player draws a card from the hand of his neighbor on the right ...treasures included! The tornado calms down to the discard pile.

Arena



Challenge a henchman, who is immediately teleported here for a duell. The arena then collapses to the discard pile.


Stable



-1

Rent a horse for one gulden and roll your die again, to bring your henchman further forward.

Master of Thieves



-5

Pay 5 gulden and select a player with a treasure on hand. If he rolls less than 5, you snatch the treasure!


Cleansing



Stops the loss of health due to toxication. Doesn't restore health!

-0


Healing



15

Potion of strength

Ⓢ



+1

Superpower


Ⓢ



+2

Knife


ⓧ



+1

Dagger


ⓧ



+2

Spear

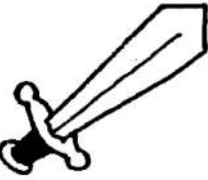
ⓧ



+3

Sword

ⓧ



+4

Mace


ⓧ



+5

Battleaxe


ⓧ



+6

Paralyze

☆



Stuns the opponent for one blow in combat!

Earthquake


☆



Discard a card from an arbitrary field. Fails in the city and in fields with treasures or henchmen!

The Third Eye

☆



Peek at the cards in the fields adjacent to your henchman. Not diagonal.

Crystal Orb

☆



Peek into the cards of another duke and take one, but not a treasure. The victim of theft takes draw a new one.

Teleportation


☆



Immediately moves any one henchman to any field! If a card is present, it must be uncovered in the turn of that stooge.

Enslaved

⚡




ⓧ

Skip the next round!

Poisoned

⚡




⌚

At the end of each day your henchman loses health!

Confused

⚡



⌚

The mob lynches your henchman... a while. He loses half of his health! (round down result)

Tripped



-5

Your henchman loses five points of his health!

Slumbered



÷2

Every second weapon is stolen from your stooge! (round down result)

Devoured



÷2

Your henchman loses half of his strength! (round down result)

Map

A4



Present this card, when your henchman stands on the specified field, to raise a treasure.

Map

F0



Present this card, when your henchman stands on the specified field, to raise a treasure.

Map

E3



Present this card, when your henchman stands on the specified field, to raise a treasure.

Map

J5



Present this card, when your henchman stands on the specified field, to raise a treasure.

Map

E9



Present this card, when your henchman stands on the specified field, to raise a treasure.

Map

C7



Present this card, when your henchman stands on the specified field, to raise a treasure.

Map

F6



Present this card, when your henchman stands on the specified field, to raise a treasure.

Map

D5



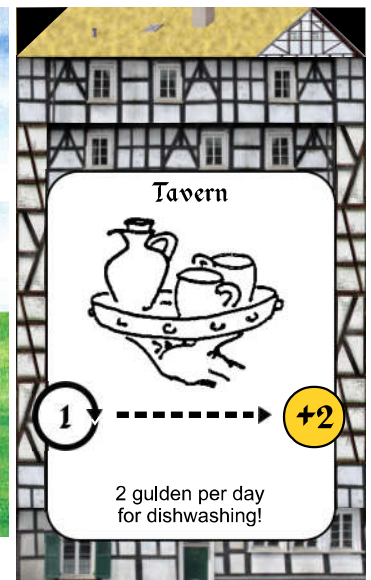
Present this card, when your henchman stands on the specified field, to raise a treasure.

Map

C2



Present this card, when your henchman stands on the specified field, to raise a treasure.



I. The Henchman's Journey

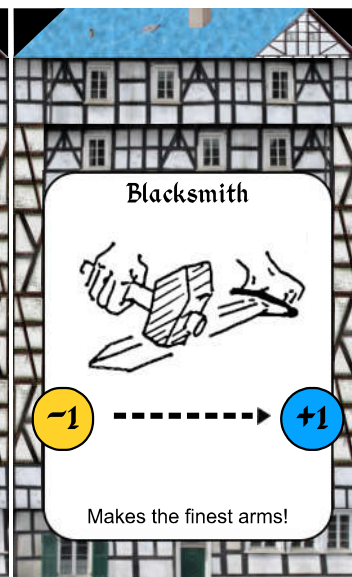
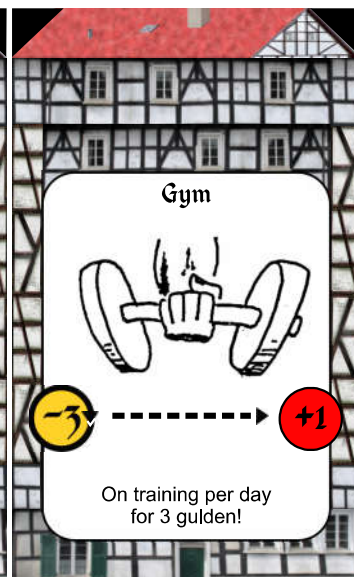
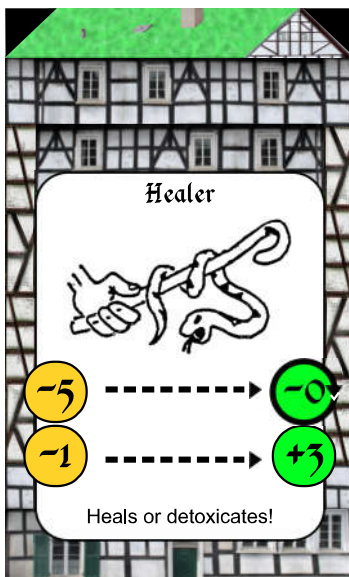
- If you want him to travel, roll a die and move him that number of fields or less over adjacent empty fields, but not diagonal.
- Stop on a card or another stooge, except in the city. To enter this, stop outside the walls one night.
- Card visited? Uncover!

II. The Dukes Sway

- Insert or present a card, mandatory, if limit of 4 exceeded.
- Draw, if less than 4 on hand.

♦ In the city

- per day → +2 gulden
- per day -3 gulden → +1 strength
- x gulden → +x arms
- x gulden → +x*3 health
- 5 gulden → detoxication
- Combat prohibited!



◆ Play card

- Only in your own turn and only one or none per turn.
- Insert card into empty field, or present if ☆ or ⓧ.
- ⓧ **playable in stooges journey**
- Store treasure possible only while henchman is in castle, counts as played card.

◆ Uncover card

- ? attacks immediately.
- ⓧ, Ⓢ, Ⓜ involuntary effect.
- Ⓞ optional effect, stays in place.
- ☆ and ⓧ be picked up on hand.

◆ Exchanging blows

- Impact = strenght + arms + roll.
- Blow with higher impact hits.
- Damage to health of beaten: difference of impact values.
- Decrease arms by 1 point.
- Flight or death ends combat.
- Flight: no roll for defense.