

AUTOMATIC DRAGON

Attack 5 (vs. Toughness), 5 (vs. Toughness), 4 (vs. Reflexes),
Damage 2 (Dragon maw), 1 (Dragon claw), 1 (Dragon tail),
Defense 5, **Stamina** Number of heroes x3

Maneuver: The dragon attacks the Start player with his dragon maw. The hero seated to the left of the Start player is attacked by the dragon claw. The hero seated to the right of the Start player is attacked by the dragon tail.

START PLAYER

AUTOMATIC DRAGON

Turn this card face up, after a hero has get himself swallowed successfully.

The Dragon Maw's
Damage value is reduced to 1.

AUTOMATIC DRAGON

Turn this card face up in turn 3, when the heroes have taken the alchemist with them.

All of the Automatic Dragon's
Attack values are reduced by 1.

AUTOMATIC DRAGON

Turn this card face up, after the heroes have freed the lady.

The Automatic Dragon's Defense value
is reduced by 1. The Dragon Claw's
Damage value is raised to 2.

AUTOMATIC DRAGON

Turn this card face up, after the heroes have successfully lured the dragon into a trap.

The Automatic Dragon's
Defense value is reduced by 1.

WEAPONS PLATFORM

The automatic dragon gains an additional attack with Attack value 4 (vs. Reflexes) and Damage 1, aimed at the Start player. The weapons platform may be destroyed with a special action if the hero performing the action succeeds at a **Climbing [5]** challenge.

HEALING POTION

A healing potion may be used once to restore all of one hero's lost Stamina points. In this action the healing potion is consumed and cannot be used again. An unconscious hero is brought back to consciousness immediately. Using the healing potion during combat requires an action. The healing potion can be used by any hero, as long as the owner permits it.

HEALING POTION

A healing potion may be used once to restore all of one hero's lost Stamina points. In this action the healing potion is consumed and cannot be used again. An unconscious hero is brought back to consciousness immediately. Using the healing potion during combat requires an action. The healing potion can be used by any hero, as long as the owner permits it.

HEALING POTION

A healing potion may be used once to restore all of one hero's lost Stamina points. In this action the healing potion is consumed and cannot be used again. An unconscious hero is brought back to consciousness immediately. Using the healing potion during combat requires an action. The healing potion can be used by any hero, as long as the owner permits it.

HEALING POTION

A healing potion may be used once to restore all of one hero's lost Stamina points. In this action the healing potion is consumed and cannot be used again. An unconscious hero is brought back to consciousness immediately. Using the healing potion during combat requires an action. The healing potion can be used by any hero, as long as the owner permits it.

HEALING POTION

A healing potion may be used once to restore all of one hero's lost Stamina points. In this action the healing potion is consumed and cannot be used again. An unconscious hero is brought back to consciousness immediately. Using the healing potion during combat requires an action. The healing potion can be used by any hero, as long as the owner permits it.

MURASAKIS

Attack 2 (vs. Toughness), **Damage** 1 (Claws), **Defense** 2, **Stamina** 1 (horde rule)

Maneuver: The Murasakis distribute themselves evenly among the heroes, starting with the Start player. They always use their team attack ability (see below).

Team attack: Instead of being attacked by each Murasaki once, each hero only has to defend himself against a single attack per turn. The Attack value of that attack is raised by +1 for each Murasaki after the first, up to a maximum of 5.

PURPLE SLUGS

Attack 5 (vs. Reflexes), **Damage** 1 (Purple nets), **Defense** 3, **Stamina** 3

Maneuver: Each hero is attacked by a single Purple Slug. The remaining Purple Slugs attack the dragon.

Purple nets: When a hero suffers damage from a purple net, he rolls one less die on each challenge roll during the next turn of combat.

Sticking under the ceiling: Uninjured Purple Slugs are stuck under the ceiling, so they can only be attacked in Ranged Combat. A Purple Slug who has lost at least 1 Stamina point, falls to the ground and may now also be attacked in Close Combat. Falling down doesn't cause a Purple Slug to lose additional Stamina points.

Rubber skin: Against Ranged Combat attacks Purple Slugs have a Defense value of 4.

PURPLE NET

The hero rolls one less die on each challenge roll during the next turn of combat.

This card is discarded at the end of the next turn unless the hero is successfully targeted by another purple net during that turn. A hero cannot be affected by more than one card of this type.

PURPLE NET

The hero rolls one less die on each challenge roll during the next turn of combat.

This card is discarded at the end of the next turn unless the hero is successfully targeted by another purple net during that turn. A hero cannot be affected by more than one card of this type.

PURPLE NET

The hero rolls one less die on each challenge roll during the next turn of combat.

This card is discarded at the end of the next turn unless the hero is successfully targeted by another purple net during that turn. A hero cannot be affected by more than one card of this type.

PURPLE NET

The hero rolls one less die on each challenge roll during the next turn of combat.

This card is discarded at the end of the next turn unless the hero is successfully targeted by another purple net during that turn. A hero cannot be affected by more than one card of this type.

PURPLE NET

The hero rolls one less die on each challenge roll during the next turn of combat.

This card is discarded at the end of the next turn unless the hero is successfully targeted by another purple net during that turn. A hero cannot be affected by more than one card of this type.

THE CITIZENS' TRUST

The hero enjoys the trust of Kaphornia's citizens.

PURPLE DRAGON

Attack 6 (vs. Toughness) / 5 (vs. Reflexes),

Damage 2 (Dragon claws) / 1 (Fire breath),

Defense 5, **Stamina** Number of heroes x4

Maneuver: First the Purple Dragon attacks Lugg, reducing his Stamina points by 1. (If at that point Lugg has already been reduced to Stamina 0, the Purple Dragon can concentrate on the heroes, raising the Attack and Damage value of his Dragon claws by +1 each.) Then he attacks the Start player with his Dragon claws. Lastly he attacks each hero once with his Fire breath.

PURPLE DRAGON

Turn this card face up after the heroes have mobilized the Militia.

The Fire breath's Attack value is reduced by 1.

LUGG (ALLY)

Turn this card face down, when Lugg's stamina is 0.

The Start player may attack the Purple Dragon with 15 attack dice at the end of a turn.

BALLISTAS (ALLY)

Turn this card face up after the heroes have guided the citizens to safety.

The Start player may attack the Purple Dragon with 12 attack dice at the end of a turn.

MANTICORE

Attack 4 (vs. Toughness), **Damage** 1 (Maw),
Defense 3, **Stamina** 3

Maneuver: The Manticores distribute themselves evenly among the heroes, starting with the Start player. They fight until no Manticore is left or until the heroes have defeated the Purple Dragon.

BLINKING FLOATERS

Attack 5 (vs. Willpower), **Damage** special (Hypnosis),
Defense 4, **Stamina** 2

Maneuver: The Blinking Floaters distribute themselves evenly among the heroes, starting with the Start player. They fight until no Blinking Floater is left or until the heroes have defeated the Purple Dragon.

Hypnosis: A hero who has been successfully attacked by a Blinking Floater suffers no damage, but may not perform an action during the next turn. He is allowed to defend himself normally.

SPECIAL ACTIONS

- ◆ Rescue the lady (Strength challenge)
- ◆ Rescue the wounded (Charisma challenge)
- ◆ Set a trap (Knowledge challenge)
- ◆ get yourself swallowed (Start player only, Close Combat challenge)

SPECIAL ACTIONS

- ◆ Get onto higher ground (Climbing challenge)
- ◆ Cling to the dragon (Close Combat challenge)
- ◆ Mobilize the Militia (Charisma challenge)
- ◆ Guide the citizens to safety (Knowledge challenge)
- ◆ Heal Lugg (only for heroes with the "Healing" special ability, Knowledge challenge)
- ◆ Use a healing potion on Lugg (only for heroes in possession of a healing potion)

SPECIAL ACTIONS

- ◆ Tulip golem (Climbing challenge)
- ◆ Distract (Charisma challenge)
- ◆ Lure into a trap (Running challenge)

SPECIAL ACTIONS

- ◆ [As long as the dragon is not yet under the hero's control] Control magic (Knowledge challenge)
- ◆ Freeing the dragon (Close Combat, Strength or Knowledge challenge)
- ◆ Climbing attack (Climbing challenge)
- ◆ Flying attack (For heroes with the Special Ability "Flying", Strength challenge)

HIGHER GROUND

The hero is allowed to attack the dragon in ranged combat without having to face a **Running** challenge first. If during combat he performs any other action than "Attacking the Purple Dragon in ranged combat", he immediately loses the advantage "Higher ground".

CLINGING

The hero is allowed to attack the dragon in close combat without having to face a **Running** challenge first. If during combat he performs any other action than "Attacking the Purple Dragon in close combat", he immediately loses the advantage "Clinging".

HIGHER GROUND

The hero is allowed to attack the dragon in ranged combat without having to face a **Running** challenge first. If during combat he performs any other action than “Attacking the Purple Dragon in ranged combat”, he immediately loses the advantage “Higher ground”.

CLINGING

The hero is allowed to attack the dragon in close combat without having to face a **Running** challenge first. If during combat he performs any other action than “Attacking the Purple Dragon in close combat”, he immediately loses the advantage “Clinging”.

HIGHER GROUND

The hero is allowed to attack the dragon in ranged combat without having to face a **Running** challenge first. If during combat he performs any other action than “Attacking the Purple Dragon in ranged combat”, he immediately loses the advantage “Higher ground”.

CLINGING

The hero is allowed to attack the dragon in close combat without having to face a **Running** challenge first. If during combat he performs any other action than “Attacking the Purple Dragon in close combat”, he immediately loses the advantage “Clinging”.

HIGHER GROUND

The hero is allowed to attack the dragon in ranged combat without having to face a **Running** challenge first. If during combat he performs any other action than “Attacking the Purple Dragon in ranged combat”, he immediately loses the advantage “Higher ground”.

CLINGING

The hero is allowed to attack the dragon in close combat without having to face a **Running** challenge first. If during combat he performs any other action than “Attacking the Purple Dragon in close combat”, he immediately loses the advantage “Clinging”.

HIGHER GROUND

The hero is allowed to attack the dragon in ranged combat without having to face a **Running** challenge first. If during combat he performs any other action than “Attacking the Purple Dragon in ranged combat”, he immediately loses the advantage “Higher ground”.

CLINGING

The hero is allowed to attack the dragon in close combat without having to face a **Running** challenge first. If during combat he performs any other action than “Attacking the Purple Dragon in close combat”, he immediately loses the advantage “Clinging”.

COMBAT BLESSING

Once during this combat you are allowed to completely re-roll a dice roll you just rolled.

Discard after use or at the end of combat.

COMBAT BLESSING

Once during this combat you are allowed to completely re-roll a dice roll you just rolled.

Discard after use or at the end of combat.

COMBAT BLESSING

Once during this combat you are allowed to completely re-roll a dice roll you just rolled.

Discard after use or at the end of combat.

COMBAT BLESSING

Once during this combat you are allowed to completely re-roll a dice roll you just rolled.

Discard after use or at the end of combat.

COMBAT BLESSING

Once during this combat you are allowed to completely re-roll a dice roll you just rolled.

Discard after use or at the end of combat.

COMBAT BLESSING

Once during this combat you are allowed to completely re-roll a dice roll you just rolled.

Discard after use or at the end of combat.

HEALING POTION

A healing potion may be used once to restore all of one hero's lost Stamina points. In this action the healing potion is consumed and cannot be used again. An unconscious hero is brought back to consciousness immediately. Using the healing potion during combat requires an action. The healing potion can be used by any hero, as long as the owner permits it.

HEALING POTION

A healing potion may be used once to restore all of one hero's lost Stamina points. In this action the healing potion is consumed and cannot be used again. An unconscious hero is brought back to consciousness immediately. Using the healing potion during combat requires an action. The healing potion can be used by any hero, as long as the owner permits it.