

<p>EVENT 1 EVENT</p> <p>NEW YEAR</p>  <p>A new year has begun! Every player must roll a die: 1,2 = You get drunk and miss one turn; 3,4 = You have a good time, but nothing else happens; 5,6 = Luck will be with you in the new year! You may at your option add one strength or one craft.</p> <p><small>Copyright (c) Thorsten Thielen</small></p>	<p>EVENT 1 EVENT</p> <p>Y2K BUG</p>  <p>This nasty little insect has sneaked into one of your magical items (randomly chosen) and rendered it useless! You must drop the item on the discard pile.</p> <p><small>Copyright (c) Thorsten Thielen</small></p>	<p>EVENT 1 EVENT</p> <p>FIREWORKS</p>  <p>Colorfull sparks illuminate the sky, as this fireworks brighten up some unknown festival. If you have any followers, they insist on watching the show and you must lose one turn.</p> <p><small>Copyright (c) Thorsten Thielen</small></p>
		

Three special cards for the New Year 2000