

TALISMAN QUESTS: The Rainforest

Outside the civilized realms of Talisman lies the untamed region of the Rainforest. A region filled with savage tribes, ancient ruins, evil curses and according the oldest of legends, mystical places where the gods themselves once walked upon the world.

As you adventure across the regions of Talisman, keep a ear cocked and an eye open for clues that could lead those brave adventurer deep into the Rainforest where riches are hidden and the blessings of the gods themselves may be found.

***** EQUIPMENT *****

RAINFOREST PLAYING BOARD

The board depicts the Rainforest, an uncivilized region where primitive tribes and the ruins of once mighty kingdoms remain hidden among the trees. Each Space has its title and Encounter Instructions printed on the Edge.

60 QUESTS CARDS

These detail the various Events, Enemies, Strangers, Followers, Magic Objects, Objects and Places that will be *Encountered* in various spaces of the Rainforest Board.

30 CURSES CARDS

These detail the various curses the gods may inflict on you when you disturb them. Being whimsical beings of immense power, curses vary from minor inconveniences to major divine punishment.

2 CHARACTER CARDS & 2 PLAYING PIECE CARDS

The Character Cards detail two new Characters and their *Special Abilities*. The Playing Piece Cards bear illustrations of the Character they represent on each side. The Playing Piece Cards will slot into the plastic bases found in 2nd edition Talisman. Alternative Playing Piece or base may be needed if you only have the 4th edition set.

24 PURCHASE CARDS

These detail Objects that players may obtain by means other than the Adventure Cards.

4 SPECIAL CARDS

Two large Legend cards, One large Retreat card and one Stalked card for marking who the Gibbering Horror is hunting.

***** SETTING UP *****

Setup the game as normal.

Mix in the two new characters into the character deck.

Play Talisman as normal until the Magic Stream or Fountain of Wisdom card is drawn from the Adventure Deck, discard that card and take the appropriate Legend Card.. Before continuing the turn, place the Rainforest Playing Board and the Retreat Card near the Talisman board within reach of most if not all players.

Shuffle the Quests Cards and the Curses Cards and place them face down near the Rainforest Playing Board. Place the Purchase cards with the other Talisman purchase cards.

When the Magic Stream card is drawn, place 4 Strength on the Magic Stream space on the Rainforest Playing Board. The character does **not** gain a Strength point, but instead takes the special "Legend of the Magic Fountain" card.

When the Fountain of Wisdom card is drawn, place 4 Craft on the Fountain of Wisdom space on the Rainforest Playing Board. The character does **not** gain a Craft point, but instead takes the special "Legend of the Fountain of Wisdom" card.

***** QUEST RULES *****

1:DISCOVERING THE PATH

The Rainforest Playing Board represents a new region in Talisman that can be found by finding the right path thru the woods.

1.1The Rainforest cannot be entered until either the Magic Stream or Fountain of Wisdom adventure card is drawn. When either of these cards is drawn, the Rainforest Playing Board is set up.

1.1.1This represents the characters hearing the tales involving the two legendary places and sparking interest in the quests as well as clues to where they may be located (somewhere in the Rainforest).

1.2Any character that starts their turn in a Woods space in the Outer Realm of the main board may move to *The Hidden Path* space on the Rainforest Board instead of rolling for movement. They immediately follow the instructions on that space.

2:MOVEMENT IN THE RAINFOREST

The Rainforest is designed to allow choices on which way to go. This represents the multiple paths that may lead to the same goal.

2.1The Rainforest board is designed with 4 paths. 2 parallel paths that lead from the *Hidden Path* to the *Crossroads*, 1 that leads from the *Crossroads* to *The Horse Clans* and 1 that leads from the *Crossroads* to the *Logging Camp*.

2.2Unlike the main Talisman Board, characters can only move forward starting from the Hidden Path and eventually ending at either *The Horse Clans* or *Logging Camp*

2.3Characters must stop at *The Horse Clans* or *Logging Camp* even if they have movement left.

2.4If a character is prevented from moving forward due to a *Flooded Stream*, you must move your character to the *Retreat Card*. On your next turn you may roll 1 Die to find out where

you retreat to.

2.5

3:Searching. A character may slow their movement to increase their odds of landing on a certain spot (usually the *Magic Stream* or *Fountain of Wisdom*). In order to Search, the player must announce whether he is going to subtract 1 or 2 from his movement die roll. If the total is 1 or greater then the character can move forward that amount. If the total is less than 1, then the character has become lost and must retreat. Move your character to the *Retreat Card*.

4:ENCOUNTERS IN THE RAINFOREST

4.1 Encounters in the Rainforest are dealt with in the precisely the same way as encounters on the main board.

5:LEAVING THE RAINFOREST

There are just two ways to leave the Rainforest

5.1 When a character reaches *The Horse Clans* or the *Logging Camp*, you must follow the instructions there.

5.2 As per rule 2:4, if a character is prevented from moving forward due to a *Flooded Stream*, the character must move to the *Retreat Card*. On their next turn you may roll 1 Die to find out where you retreat to per the *Retreat Card*.

6:CURSES

Beware offending the whimsical elder gods of Talisman.

6.1 The Rainforest has a special deck of Curses that reflect afflictions that can be cast on characters by angry gods. Whenever instructed, just take the *Curse Card*. Most effects last until they are lifted by following the instructions of the cards.

6.2 Curses are divine in nature and therefore can reduce Strength and Craft below their starting quota.. But they do not affect Strength and Craft counters earned.

7:SPELLS IN THE RAINFOREST

7.1 The *Destruction*, *Divination* spell may be used on Quests Cards.

7.2 The *Hex* spell may be used on the Rainforest Spaces.

7.3 Otherwise, the Dungeon counts as a Region for the purposes of casting spells.

8:ALTERNATIVE RAINFOREST RULES

With the agreement of all players, any or all of the following rules may be added or substituted for those normally governing the Rainforest.

8.1CURSE TAG

Besides lifting a curse, a character can get rid of a curse by

encountering another character. Win or lose, a curse card is passed from the attacker to the defender.

8.1.1 BATTLE ALTERNATIVE

The attacker must win the combat and give the curse to the defender instead of the normal options.

8.1.2 STALKER ALTERNATIVE/ADDITION

The players can agree to have rules of 7:1 also apply to the Stalked card allowing characters to have the Gibbering Horror chase someone else.

can print just these pages to play.

8.2 THE FOREST IS ALWAYS OPEN

Instead of waiting for the *Magic Stream* or *Fountain of Wisdom* to be drawn, set up the Rainforest at the beginning of the game. Characters can go there thru normal rules but the *Magic Stream* and *Fountain of Wisdom* only get counters when those cards are drawn.

8.2.1 Quick Start, the *Magic Stream* and the *Fountain of Wisdom* start the game with 4 counters of the appropriate type. The *Magic Stream* and *Fountain of Wisdom* may either be discarded before the game or count as refill cards. If used as refills, when drawn bring the total of units on the proper space back up to 4.

8.2.2 Blue Light Special, the Rainforest is available right from the start of the game. The *Magic Stream* and *The Fountain of Wisdom* do not get counters. Instead anyone going there can automatically take 1 of the appropriate counters from the bank until they run dry. The *Magic Stream* and *Fountain of Wisdom* run dry when their *Adventure Card* is drawn.

8.3 THE UNSTOPPABLE HORROR

The *Gibbering Horror* cannot be killed. If it loses in Psychic Combat, it is placed back on the *Crossroads* space to start stalking again. If it takes a life from the character with the *Stalked Card*, move the *Gibbering Horror* back to the *Crossroads* and the character who was just killed may give the *Stalked Card* to any opponent.

9: FOR 2nd AND 4th EDITION

I tried to design this for both 2nd and 4th edition. To do this, I could not add any Adventure Cards since they do not match in style. Solved this by using the common cards as triggers; The *Fountain of Wisdom* & the *Magic Stream*.

10: IMPORTANT NOTICES:

10.1A too quick of a Thank you to Games Workshop, Black Industries and to all the fans and fan sites. You have been an inspiration.

10.2I welcome all comments and criticisms. Just email me at scottdprt@yahoo.com.

10.3A final word to the fans: Play and enjoy!

11: RULES PRINTING TIP

The essential rules are just page 1 & 2 of this document. You

12:LEGAL MUMBO JUMBO

12.1 This expansion is completely unofficial and in no way endorsed by Games Workshop Limited. Talisman and all associated marks, names, characters, locations, units, illustrations and images from the Talisman world are either Registered, Trade Mark and/or Copyright Games Workshop Ltd 1983-2007, variably registered in the UK and other countries around the world. Used without permission. No challenge to their status intended. All Rights Reserved to their respective owners.

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Card Inventory

Created with Talisman Card Set Creator

<http://www.randomdice.com/games/talisman>

Set: Quests Deck

42 Individual Cards, 60 Cards Total

1. FOREST FIRE x1

Type: EVENT

Nr: 1

Text: A forest fire rages through the rain forest. Roll 1 Die for each card in the rain forest: 1-2) Discard the card as it burns in the fire. 3-6) Safe.

2. JUNGLE FEVER x1

Type: EVENT

Nr: 1

Bold: -1 TO STRENGTH/CRAFT

Text: Immediately lose a life. Until you heal a life, you suffer a -1 to your Strength and Craft. Keep this card as a reminder until you are healed.

3. FLOODED STREAM x2

Type: EVENT

Nr: 1

Bold: DO NOT PASS

Text: Heavy rains have swollen this small stream into a raging river. Place this card on any Wooded Stream space. No character may land on or pass over this space while the flood remains.

4. DRY WEATHER x1

Type: EVENT

Nr: 1

Text: The rainy season has ended and the waters return to their natural banks. Remove all Flooded Stream cards from the Rain Forest.

5. SPECTAL GUIDE x1

Type: EVENT

Nr: 1

Text: A ghostly apparition appears and beckons you to follow. If you choose to do so, roll 1 Die: 1-2) You're lost for 1 turn. 3-4) Move 2 spaces in any directions. 5-6) Move to any space in the Rain Forest.

6. POISON DART FROG x2

Type: ENEMY-Animal

Nr: 2

Bold: STRENGTH 1

Text: The Poison Dart Frog is known for the deadly poison secreted from its body. After combat, roll 1 Die: 1) POISONED, lose 1 Life 2-3) Sickened, lost 1 Turn 4-6) You are Safe. It will remain here until killed.

7. ANACONDA x1

Type: ENEMY-Animal

Nr: 2

Bold: STRENGTH 3+

Text: Once entangled with the Anaconda, few can escape its grasp. If the Anaconda survives combat it has you entangled. Add 1 Strength counter to this card and you must fight it again next turn. It will remain here until killed.

8. JAGUAR x2

Type: ENEMY-Animal

Nr: 2

Bold: STRENGTH 4

Text: The Jaguar is known to stalk its prey waiting for the right moment to strike. When a character moves over this space, move this card 1 space closer to that character. It will continued to stalk the regions until killed.

9. FOREST DRAGON x2

Type: ENEMY-Dragon

Nr: 2

Bold: STRENGTH 8

Text: Forest Dragons are extremely territorial but are also curious about magic. You may drop one Magic Object to distract the dragon and evade combat. It will remain here until it is killed.

10. SKELETAL WARRIOR x2

Type: ENEMY-Monster

Nr: 2

Bold: STRENGTH 3

Text: An ancient warrior doomed to unlife rises from the ground. It will remain here until it is killed.

11. CANNIBALS x2

Type: ENEMY-Monster

Nr: 2

Bold: STRENGTH 4

Text: A hungry party of cannibals hunts this area. You may give them 1 follower to avoid combat. If you discard a follower and are GOOD, you become NEUTRAL. They will continue to hunt here until killed.

12. AHUIZOTL x1

Type: ENEMY-Monster

Nr: 2

Bold: STRENGTH 5

Text: The dreaded Ahuizotl is seeking the unwary. It will remain here until it is killed.

13. RESTLESS SOUL x2

Type: ENEMY-Spirit

Nr: 3

Bold: CRAFT 2

Text: The fading soul of a sacrificial victim haunts this area, It will remain here until killed.

14. SPIRIT WARRIOR x2

Type: ENEMY-Spirit

Nr: 3

Bold: CRAFT 4

Text: An undead warrior from a civilization long gone protects this area. It will remain here until killed.

15. SMOKE JAGUAR x1

Type: ENEMY-Spirit

Nr: 3

Bold: CRAFT 5

Text: Legends says that when an old Jaguar's body is killed, its soul can possess its own shadow and continue hunting in spirit. The Smoke Jaguar remains here until it is killed.

16. GIBBERING HORROR x1

Type: ENEMY-Spirit

Nr: 3

Bold: CRAFT 11

Text: Those who disturb this horror seldom live long. Place the horror on the Crossroads space and take the Stalked card. The horror will continue to follow that character until killed.

17. HEADHUNTER x1

Type: STRANGER

Nr: 4

Text: A successful headhunter has decided to retire in this spot. He will sell you a Shrunken Head from the purchase deck for 2 Gold. The headhunter will remain here for the remainder of the game.

18. SHAMAN x1

Type: STRANGER

Nr: 4

Text: The shaman is willing to speak to the spirits of your future for 1 Gold. If you accept his offer, roll 1 Die: 1-3) Death, lose 1 life. 4) Health, gain 2 Life 5) Wisdom, gain 1 Craft 6) Might, gain 1 Strength. The shaman will then wander to the discard pile.

19. CONQUISTADOR x1

Type: STRANGER

Nr: 4

Text: A mighty conquistador asks you to join them in their conquest. If you accept, lose 1 Turn and roll 1 Die: 1) Lose 1 Life. 2-3) Nothing. 4-5) Gain 2 Gold. 6) Gain 4 Gold and draw a Curse card. The Conquistador will remain here till the end of the game.

20. MOTHER NATURE x1

Type: STRANGER

Nr: 4

Text: If you are NEUTRAL, Mother nature gives you a boon for keeping to the balance of nature. Roll 1 Die: 1) Gain 1 Life. 2) Gain 2 Lives. 3) Gain 1 Gold. 4) Gain 1 Spell. 5) Gain 1 Craft. 6) Move to any space in the Rain Forest. She then wanders to the discard pile.

21. CARTOGRAPHER x1

Type: STRANGER

Nr: 4

Text: An lady explorer and map maker has decided to stay here and rest till the end of the game. Anyone encountering the cartographer may buy a Cartographers map from the purchase deck for 2 Gold.

22. EXPLORER x2

Type: FOLLOWER

Nr: 5

Text: You encounter a lone explorer who wishes to act as a guide. While the explorer is your follower you may subtract 1 from your movement total.

23. QUESTING WARRIOR x1

Type: FOLLOWER

Nr: 5

Bold: +2 in Combat

Text: A warrior seeks the advice of a Mystic. While he is your follower, he will add 2 to your Strength in combat. If you pass over or land on the Village, the warrior goes to the Mystic and is discarded.

24. MOURNFUL SHADE x1

Type: FOLLOWER

Nr: 5

Bold: +2 in Psychic Combat

Text: A mournful shade asks you to find him a peaceful resting place on holy ground. While he is your follower, he will add 2 to your Craft in combat. If you pass over or land on the Chapel, discard the Shade to his final rest.

25. HERBALIST x1

Type: FOLLOWER

Nr: 5

Text: A Herbalist seeks knowledge of rare herbs found in the woods away from the rain forest. While the Herbalist is your follower, you may take 1 Healing Herb from the purchase deck anytime you end your turn on a Woods space.

26. MISSIONARY x1

Type: FOLLOWER

Nr: 5

Text: A Missionary asks your help in laying evil spirits to rest. He offers to pray for you when confronting spirits. You may roll 1 Die before fighting a spirit: 1-2) No effect. 3-4) Move the spirit 1 space in any direction. 5-6) Discard the restless spirit.

27. LODESTONE x2

Type: OBJECT-Magic

Nr: 5

Bold: CANNOT BE DROPPED

Text: You must take the Lodestone if you have room in your inventory. You can only drop the Lodestone by visiting the Alchemist in the City who will change the stone into 1 Gold.

28. OBSIDIAN DAGGER x1

Type: OBJECT-Magic

Nr: 5

Bold: Discard Follower for Life

Text: No GOOD character can take the Obsidian Dagger. While you have the dagger you may sacrifice 1 Follower to gain 1 Life. Change your alignment to EVIL if you do this.

29. FEATHERED MASK

Type: OBJECT-Magic x1

Nr: 5

Text: This mystical mask glows faintly with power. You may choose to lose 1 Turn in prayer and roll 1 Die: 1-3) Ignored, 4-5) Gain 1 Spell if you do not already possess one. 6) Gain 1 Spell.

30. MISSIONARY'S CROSS x1

Type: OBJECT-Magic

Nr: 5

Text: "...and the lion will lay down with the sheep." You may roll 1 Die before fighting any animal: If the roll is higher than the animal's strength, it falls asleep and you may evade this combat.

31. FEATHERED BOOTS x2

Type: OBJECT-Magic

Nr: 5

Bold: Water Walking

Text: The feathers on these boots never get wet. You may invoke their magic once to walk across a Flooded Stream space or the River as if they were not there. Discard the boots after they are used.

32. HEALING HERBS x3

Type: OBJECT

Nr: 5

Bold: Heal 1 Life

Text: The proper mixture of rare herbs can bind almost any wounds. Discard herbs to heal 1 life.

33. SPIRIT BOW x2

Type: OBJECT

Nr: 5

Bold: +2 in Psychic Combat

Text: The horse clans use special bow that effects only spirits. You may use the bow in Psychic Combat to add 2 to your Craft for the duration of the fight. Discard after use as you use your last arrow.

34. SHRUNKEN HEAD x2

Type: OBJECT

Nr: 5

Text: You may throw a shrunken head at any enemy. Roll 1 Die and if it is higher than your enemy's Strength or Craft it runs in away in fear. Move the enemy 2 spaces away in any direction. Discard head after use.

35. BLESSED ARROWS x2

Type: OBJECT

Nr: 5

Text: Spare arrows are always a good idea. When using the Spirit Bow, you may discard the Blessed Arrows card instead.

36. RIDING HORSE x1

Type: OBJECT

Nr: 5

Bold: +1 Movement

Text: You may add 1 to your movement total. If you do, you cannot use any follower for the remainder of your turn as your followers run to catch up to you.

37. SPIKED BOOTS x2

Type: OBJECT

Nr: 5

Text: Lumber jacks and warriors both know the better part of valor. When in the Woods, you may roll 1 Die before entering Combat, but not Psychic Combat: 1-2) You quickly climb a tree and evade combat. 3-6) You must fight as normal.

38. SACRIFICIAL ALTAR x1

Type: PLACE

Nr: 6

Text: A stained altar is all that remains of an evil cult. If EVIL, you may roll 1 Die for each follower you sacrifice on the altar: 1-2) Altar breaks, discard Altar and draw 1 Curse card. 3-4) gain 2 Gold. 5) gain 1 Spell. 6) gain 1 Strength. The altar will remain here till it breaks.

39. MYSTICAL MONASTERY x1

Type: PLACE

Nr: 6

Text: The monks offer to teach you balance. You may immediately become Neutral. If you are already Neutral, you may roll 1 Die: 1-2) Lose 1 Turn. 3-4) Gain 1 Spell 5) Gain 2 Spells. 6) Gain 1 Craft. The monastery remains here till the end of the game.

40. TAINTED EARTH x1

Type: PLACE

Nr: 6

Text: The unspeakable evil that has been done on this site has left its mark. Any character landing in this space must immediately draw a curse card. This taint will stay here until the end of the game.

41. SACRED WELL x1

Type: PLACE

Nr: 6

Text: You come across an sacred wishing well. You may toss 1 Gold into the well to ask for a boon and roll 1 Die: 1-2) The well is tainted, draw 1 Curse card.3) Ignored. 4) Gain 2 Gold. 5) Gain 1 Spell. 6) Gain 1 Strength. The well will remain here till the game ends.

42. ANCIENT PYRAMID x1

Type: PLACE

Nr: 6

Text: You discover a pyramid hidden in this area. You may roll 1 Die to explore: 1) Draw 1 Curse card for trespassing. 2-3) Lost, lose 1 Turn. 4) Gain 1 Gold. 5) Gain 2 Gold 6) Gain 4 Gold and draw 1 Curse card. The pyramid remains here till the end of the game.

2 Large Cards

1. RETREAT! 1

Text: Do to unfortunate circumstances, your quest has come to an end. It is time to find your way out of the Rainforest to either begin your quest again or to forsake the Rainforest and focus on your ultimate goal.

On your next turn, roll 1 Die.

- 1) You stumble into the Crag.
- 2) You find your self in the Forest.
- 3) The smell of fresh cooking leads you to the Tavern.
- 4) A small road leads you to the Village.
- 5) Around in circles, your back at the Hidden Path.
- 6) You follow a short cut and find yourself at the Crossroads.

2. RAINFOREST RULES x1

Text: Characters can only move forward starting from the Hidden Path and eventually ending at either The Horse Clans or Logging Camp

Characters must stop at The Horse Clans or Logging Camp even if they have movement left.

If a character is prevented from moving forward due to a Flooded Stream, you must move your character to the Retreat Card.

The Destruction, Divination spell may be used on Quests Cards.

The Hex spell may be used on the Rainforest Spaces

2 Characters

1. CONQUISTADOR x1

Strength: 3

Craft: 3

Gold:

Lives:

Alignment: NEUTRAL

Start area: RUINS

Abilities: 1. You may add 1 to your die toll in the Ancient Ruins or Ancient Pyramid.

2. When you encounter a Cannibal, you attempt to convert them. Roll 1 Die:

1-2) They fanatically follow you. They become your follower until your next combat. In your next combat, they will fight in your place. If they lose the combat, you do not lose a life. Win or lose, the Cannibals are discarded.

3-4) They offer you a tribute of 1 Gold.

5-6) Fight as normal.

2. CANNIBAL WARRIOR x1

Strength: 3

Craft: 3

Gold:

Lives:

Alignment: EVIL

Start area: FOREST

Abilities: 1. Any Cannibal you meet will become your follower if you discard a follower. When in combat, but not psychic combat, you may discard 1 follower to add the Cannibal's Strength to your attack.

2. You may discard 1 follower to heal 1 life.

3. Your tribal upbringing prepares you against spiritual dangers. You may use your Strength instead of Craft when fighting Spirits.

4. Magic is taboo, you never can have a Spell or Magic Object.

Set: Purchase Deck

8 Individual Cards, 24 Cards Total

1. BLESSED ARROWS x3

Type: OBJECT

Nr: 5

Text: Spare arrows are always a good idea. When using the Spirit Bow, you may discard the Blessed Arrows card instead.

2. SPIRIT BOW x3

Type: OBJECT

Nr: 5

Bold: +2 Craft in combat

Text: The horse clans use special bow that effects only spirits. You may use the bow in Psychic Combat to add 2 to your Craft for the duration of the fight. Discard after use as you use your last arrow.

3. RIDING HORSE x3

Type: OBJECT

Nr: 5

Bold: +1 Movement

Text: You may add 1 to your movement total. If you do, you cannot use any follower for the remainder of your turn as your followers run to catch up to you.

4. SPIKED BOOTS x3

Type: OBJECT

Nr: 5

Text: Lumber jacks and warriors both know the better part of valor. When in the Woods, you may roll 1 Die before entering Combat, but not Psychic Combat: 1-2) You quickly climb a tree and evade combat. 3-6) You must fight as normal.

5. HEALING HERBS x3

Type: OBJECT

Nr: 5

Bold: +1 Life

Text: The proper mixture of rare herbs can bind almost any wounds. Discard herbs to heal 1 life.

6. PORTABLE CANOE x3

Type: OBJECT

Nr: 5

Text: The portable canoe counts as 2 objects against your total objects carried. While you have the canoe, instead of moving you may move to the space immediately across the River or Flooded Stream.

7. CARTOGRAPHER'S MAP x3

Type: OBJECT

Nr: 5

Bold: Re-roll Movement

Text: This rough map may guide you in a difficult situation. Discard this card to re-roll your movement die.

8. SHRUNKEN HEAD x3

Type: OBJECT

Nr: 5

Text: You may throw a shrunken head at any enemy. Roll 1 Die and if it is higher than your enemy's Strength or Craft it runs in away in fear. Move the enemy 2 spaces away in any direction. Discard head after use.

Set: Curses Deck

20 Individual Cards, 30 Cards Total

1. LESSER WEAKNESS x2

Type: CURSE

Nr:

Bold: STRENGTH -1

Text: Your Strength total is reduced by 1 until the curse is lifted. To lift the curse you must discard 1 Gold at: the Chapel if GOOD, the Tavern if NEUTRAL, the Graveyard if EVIL.

2. GREATER WEAKNESS x1

Type: CURSE

Nr:

Bold: STRENGTH -2

Text: Your Strength total is reduced by 2 until the curse is lifted. To lift the curse you must discard 2 Gold at: the Chapel if GOOD, the Tavern if NEUTRAL, the Graveyard if EVIL.

3. LESSER AMNESIA x2

Type: CURSE

Nr:

Bold: CRAFT -1

Text: Your CRAFT total is reduced by 1 until the curse is lifted. To lift the curse you must discard 1 Gold at: the Chapel if GOOD, the Tavern if NEUTRAL, the Graveyard if EVIL.

4. GREATER AMNESIA x1

Type: CURSE

Nr:

Bold: CRAFT -2

Text: Your Craft total is reduced by 2 until the curse is lifted. To lift the curse you must discard 2 Gold at: the Chapel if GOOD, the Tavern if NEUTRAL, the Graveyard if EVIL.

5. LESSER FRAILTY x2

Type: CURSE

Nr:

Bold: MAX LIFE = 3

Text: You cannot have more than 3 Lives until the curse is lifted. To lift the curse, you must visit: the Chapel if GOOD, the Tavern if NEUTRAL, the Graveyard if EVIL.

6. GREATER FRAILTY x1

Type: CURSE

Nr:

Bold: MAX LIFE = 2

Text: You cannot have more than 2 Lives until the curse is lifted. To lift the curse, you must visit: the Chapel if GOOD, the Tavern if NEUTRAL, the Graveyard if EVIL.

7. IRRITATING RASH x2

Type: CURSE

Nr:

Bold: -1 IN COMBAT

Text: You must subtract 1 from your total in combat and psychic combat until the curse is lifted. To lift the curse, you must visit the Mystic in the Village.

8. BLISTERING BOILS x1

Type: CURSE

Nr:

Bold: -2 IN COMBAT

Text: You must subtract 1 from your total in combat and psychic combat until the curse is lifted. To lift the curse, you must visit the Mystic in the Village.

9. CHARITY x1

Type: CURSE

Nr:

Bold: GIVE 1 GOLD

Text: If another Character ends their movement on your space, you must give them 1 Gold. The curse can be lifted if you visit the Chapel.

10. POVERTY x1

Type: CURSE

Nr:

Bold: GIVE 1 OBJECT

Text: If another Character ends their movement on your space, you must give them 1 Object of their choice. The curse can be lifted if you visit the Chapel.

11. FOOL'S GOLD x1

Type: CURSE

Nr:

Bold: DISCARD ALL GOLD

Text: The gods have changed your gold to worthless stone. Discard all of your gold and then discard this curse.

12. HUMILITY x1

Type: CURSE

Nr:

Bold: DISCARD ALL OBJECTS

Text: The gods punish you with the need to shed all your worldly gods. Discard all of your objects and then discard this curse.

13. SHUNNED x1

Type: CURSE

Nr:

Bold: DISCARD ALL FOLLOWS

Text: Your followers are offended by your actions. Discard all of your followers and then discard this curse.

14. MERCY x3

Type: CURSE

Nr:

Bold: NO EFFECT

Text: The gods decide to show mercy on your pitiful soul.

15. WRATH OF GOD x2

Type: CURSE

Nr:

Bold: LOSE 1 LIFE AND 1 TURN

Text: You suffer a long and excruciating death. Lose 1 Life and 1 Turn and then discard this card.

16. FINAL JUDGEMENT x1

Type: CURSE

Nr:

Bold: LOSE 1 DIE OF LIVES

Text: The gods have chosen for you to suffer beyond one mortal. They heal you back to 4 lives and then make you suffer until you lose 1 Die worth.

17. REINCARNATION x2

Type: CURSE

Nr:

Bold: CHANGE CHARACTERS

Text: The gods reshape your body and soul. Discard your current Character card and draw a new one randomly from those remaining. You get to keep all counters, gold, objects and followers. Discard this curse

18. HAUNTED x2

Type: CURSE

Nr:

Bold: NO FOLLOWERS

Text: A ghost follows you everywhere and chases away any who would follow you. You may not have any followers until the curse is lifted by crossing over the River or Flooded Stream.

19. TAR BABYx2

Type: CURSE

Nr:

Bold: CANNOT BE DROPPED

Text: Your skin excretes a sticky black ooze. You may never drop any object in your possession until you visit the Alchemist in the City. His potions will cause the curse to be lifted.

20. MONKEY'S PAW 2

Type: CURSE

Nr:

Bold: +2 IN COMBAT

Text: The Monkey's Paw will add 2 to your total in combat and psychic combat. If you lose a life in combat or psychic combat, you lose all lives. The Monkey's Paw can only be discarded by visiting the Mystic in the Village.

Special Stalked Card

1. STALKED

Type: STALKEDHorror

Nr:

Bold: HORROR FOLLOWS

Text: You have accidentally awakened a horror beyond comprehension. The Gibbering Horror will move 2 spaces towards immediately after you finish moving. If you are killed by the horror, you may pass the Stalked card to any player.