

CURSED SWAMP RULES

Lorenzo Bocchio

Bog Trotting in the World of Talisman

1 RULES

1. For movement within The Cursed Swamp you must roll a die. On an Odd number move only 1 space and move 2 spaces on an Even number.
2. Neutral characters do not suffer the influence of the BLOOD TEMPLE.
3. The LARGE IDOL can change alignment permanently and only once for each Character during the game.
4. In the BOG space, a character may roll 2d6, but only ONCE per game. If the result is 12 he may then take the CURSED HEART. Only the first Character who rolls 12 will get the Magic Object.
5. At the CURSED SWAMP space, if a Character has no Followers he must lose one random Magic Object, Spell or Object (in that order). Put the discarded Object or Spell into the discard pile. If the Object is CURSED HEART, it returns to the BOG.
6. When you land to the GIANT MONOLITH you can wait there for turn and pray to gain a Life. You may not go above your starting quota.
7. In order to pass through the HORRIBLE VOID you must obtain the SECRET PASSAGE card. All Characters must sacrifice a random Follower and place a Blood Counter at the SACRIFICIAL ALTAR. If a Character has no Followers they must sacrifice a Life to place a Blood Counter.
8. The SWAMP KING has a Strength and Craft of 11. It is possible reduce these to 8 if you have the CURSED HEART. If you win the combat, you become the SWAMP CHAMPION. If you are defeated, you are returned to the GIANT MONOLITH space.

For any comments or queries regarding the Cursed Swamp expansion or any other of his creations, please contact Lorenzo via e-mail at bocchio68@libero.it