

EVENT 1

TIMELESS



Floating effortlessly between worlds, the Timeless Dragon offers to take you away from the Graveyard and into Timescape or the Dragon Realm.



STRANGER 4

FLAME MISTRESS



The Flame Mistress offers to turn both your arms into permanent glowing flames, each one adding +1 in *all* combats (+2 in total). However, you will never be able to carry objects which require arms or hands.



EVENT 1

WILLOW GEIST



The spirit of this undying tree will use his timeless roots to stretch into the Far Outer Region and pull one card here for you to encounter, if you give him one dead body.

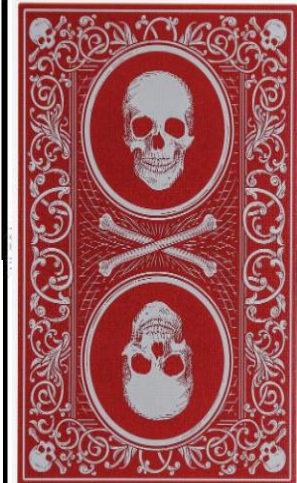


FOLLOWER 5

NECROMANCER



This young Necromancer wishes to join you to practise her skills. She has ten spells and must cast one every Round. Because she is untrained, the spell will go wrong on a roll of 1-2. In which case, the player to your right decides how the spell should work. Discard after 40.



EVENT 1

URBORGS



Urborgs are harmless scavengers who will trade any object you have (not gold) for a random purchase card object.

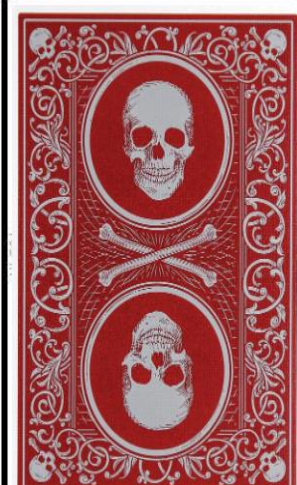


EVENT 1

CONSCIENTIOUS VAMPIRE




The Vampire knows what his bite can do to you, and wishes to spare you. Give him a dead body and he will tell you a secret to allow you to add three to your next die roll when searching a temple.



<p>EVENT 1</p> <p>RITE OF PASSAGE</p>  <p>You stumble across a ring of spirits performing a strange rite. You may join them. 1 you have a nice sing 2 overcome with fear, lose a craft 3 it takes ages, miss one Turn 4-5 you learn spiritual secrets, gain a craft 6 you gain magical insights, gain a spell.</p>		<p>EVENT 1</p> <p>PUSSY VOMIT</p>  <p>Some feral cats are feeding their spiritual leader with their vomit. It looks quite gross, but for some reason you feel you should try it. It's your choice 1-3 it is gross, lose a life 4-6 it's surprisingly delicious, gain a life and a strength.</p>	
<p>MAGIC 5</p> <p>SLITHERSKULL</p>  <p>The ancient skull of a powerful magician casts one spell every time you roll a 1 for movement, regardless of your craft.</p>		<p>EVENT 1</p> <p>HAND OF THE</p>  <p>A hand bursts from the ground. Keep rolling for your objects. The first to roll a 1 is dragged into the underworld. Discard it.</p>	
<p>STRANGER 4</p> <p>AUGUR</p>  <p>For anything you are willing to give him, the skeleton will cast his bones and read your future. You can look at the next 5 Graveyard cards then replace them.</p>		<p>STRANGER 4</p> <p>WOLFRIDER</p>  <p>Wolfrider stays in this space, but if you pay her 1GP now she will ride to you aid in the next battle, adding 3 to strength or craft. She then returns to this space.</p>	

<p>EVENT 1 RINGWRAITH</p>  <p>The undead horsemen scour the land for rings. If you have any, you must forfeit them all or lose two lives.</p>		<p>EVENT 1 HELLSPARK</p>  <p>Hellspark has been sent here by the Demon Lord. He takes you and all of your company to the Deathworld in the Timescape</p>	
<p>EVENT 1 KEY SECRETS</p>  <p>A strange constellation appears all around you. If you have any Followers, you are lucky that one of them happens to know what the symbols mean. Add 1 to all search die rolls until you leave the Graveyard.</p>		<p>FOLLOWER 5 VERDENTINA</p>  <p>The free spirit has been roaming the Graveyard for centuries. You can add 1 to all search rolls while she is your Follower.</p>	
<p>EVENT 1 SHOVEL SHAMEN</p>  <p>At first you think a spirit is gliding towards you to attack, then you realise she has a shovel in her hand. She will help you next Turn only, adding +2 to your search.</p>		<p>EVENT 1 PRAY</p>  <p>You can pray. 1 – miss a Turn 2 – a random purchase object falls from the sky 3 – 2GP appears in your palm 4-6 – you have a revelation and can add one for all searches during this visit to the Graveyard.</p>	

<p>EVENT 1 DEVILISH</p>  <p>The Devil wants to test you and sets you a challenge. You must carry a heavy boulder over a pit of fire. Throw equal to or under your strength to succeed and gain the first magic object in any unused pile. If you fail, lose a life.</p>		<p>ENEMY 3 THE DESECRATOR</p>  <p>CRAFT 6 The frightful Zombie gurgles and spits and screams horribly as he lunges towards you.</p>	
<p>STRANGER 4 MOONLIT MADNESS</p>  <p>The werewolves are rebelling against all this evil. They have grouped together and decided to help adventurers like you. For 1GP they will lick you and their magic saliva will help you gain a life.</p>		<p>FOLLOWER 5 SCOURGE DEVIL</p>  <p>The Scourge Devil will only join Evil characters. Instead of moving, he will send his undead hounds to the adjacent space. They will clear anything in that space.</p>	
<p>STRANGER 4 QUINTORIUS</p>  <p>Quintorius the field historian is searching the Graveyard for antiquities and fossils. If you give him a 1GP, he will tell you a secret which will allow you to add one to all search rolls during this visit to the Graveyard.</p>		<p>ENEMY 3 DAWN OF THE DEAD</p>  <p>Zombies, ghouls, ghosts and wraiths crawl out of many graves. Roll 1-6 too see how many there are, and 1d6 to see each one's craft. You must fight these undead monsters <i>as one</i>, adding their strength together.</p>	

Graveyard Rules

The haunted Graveyard is full of terrible spirits. You do not enter the Graveyard lightly. Yet the adventurers who brave this creepy ground may be rewarded with one of the most powerful objects in all of Talisman, the fabled Talisman Runestone. However, the Runestone is only as powerful as the stones which are placed in one of its 9 holes. Search for the Runestone in the grounds, then head into the dreaded Temple of Doom to search for the magic stones. Each of the 8 stones has power in its own right, but find all 8, then the 9th magically appears in the centre and you are teleported directly to the Crown of Command space. The completed Runestone also protects you in the Valley of Fire, so you may leave the Crown of Command space if you wish.

To enter the Graveyard you must land exactly on the Graveyard space on the main board. The instructions on the Graveyard space on the main board no longer apply. Do not draw a card here, but next Turn you may enter the Graveyard. In the Graveyard, roll and move as normal. When you exit the Graveyard, you end at the Graveyard space on the main board regardless of the number you throw. The Temple of Doom can only be entered via space 15 and only if you possess a Skeleton Key. Players on space 15 must declare if they are entering the Abandoned Chapel, the Temple of Doom, or leaving the space. When exiting the Temple, move to space 15 and draw a card if required.

Draw a card in every space, unless there is already a card there.

Evil characters add one to all combat die rolls. *Good* characters minus one from all combat die rolls. There is no effect for *Neutral* characters. All combats may be avoided by offering the enemy a dead body or a Follower.

The gates separate new spaces. You can move in any direction, so if you roll a 2 from space 4, you can move to space 2 or space 6. The golden gates open one way only. So from space 6, you cannot return to spaces 1-5.

Instead of moving, you may choose to search the area you are in. In most areas there is a temple or monument of some kind. Generally speaking, the larger the construction, the greater the danger or reward. You can search each place (either in the grounds or the Temple of Doom) only once per visit to the Graveyard. Followers can help with the search. For every four Followers, you can add one to your die roll, if you wish.

Whenever you are instructed to lose a random object or Follower, roll for each, and the lowest die roll is lost. You must discard it. You cannot possess more than one Runestone or skeleton

key. If you already have one and the die roll indicates you have found another, then take 3QP instead.

During the course of your exploration of the Graveyard, you may defeat enemies you encounter while searching. You may keep a note of these dead bodies and exchange them during this visit to the Graveyard, should the chance arise. Once you leave the Graveyard, you lose any dead bodies acquired in this manner, as the magic of this haunted place prohibits you from taking them with you.

1. **Temple of Rats.** Throw 2 dice.

2: Attacked by a huge and vicious swarm of rats, lose 2 lives 3: Attacked by a large swarm of rats, lose 1 life 4: While you're searching a rat sneaks into your possessions and makes off with an object. 5: Fight a Giant Rat, str.4 6-8: Empty 9: Find 1QP 10: Find 3QP 11: Find Skeleton Keys 12: Find a Runestone

2. **Blood Fountain.** Throw 1 die.

1: Blood starts seeping out of your eyes. Lose a life OR strength 2: A Ghoul drinking here spots you. You must fight, craft 3 3-4: Nothing of interest 5: Some poor adventurer died here. One object remains by his corpse, draw a random purchase card 6: You gaze into the fountain and see there, spelled in blood, a Graveyard secret that will allow you to add two to your next search.

3. **Chaos Crypt.** Throw 2 dice.

2: Go crazy with fear lose 1 craft 3: Berserker rushes you, throw under craft with 1 die or lose a life. Then fight, str.3 4: Fight a madman who is living here, str.4 5: lose your mind, miss a go while you gather your senses 6-8: Empty 9: Find 2QP 10: Chaos stars align, gain a craft 11: Find Skeleton Keys 12: Find a Runestone

4. **Shrine of the Banshees.** Throw 2 dice.

2: A piercing shriek scares off 2 Followers/Animals- Lowest roll decides. 1 craft 3: A Banshee attacks, Craft 4, lose a craft and a life if you lose 4: A Banshee child cries in the corner, she attacks you! Craft 2 5: A Banshee announces the death of your best friend, miss a go while you cry 6-8: Empty 9: A kindly Banshee wishes you well, gain a craft 10: A Banshee tells you a secret for the Mausoleum, +2 to your roll if you search there (just once) 11: Find Skeleton Keys 12: Find a Runestone

5. **Serpent Sepulchre.** Throw 2 dice.

2: A lightning attack by a Giant Zombie serpent strikes your arm. Visit a doctor within 10 rounds or die. Then fight it, str.6 3: You fall into a snake pit! Roll under your craft with 1 die or lose a life 4: One of your followers is scared of snakes. They run away in fear, 5: If you have any dead bodies, a serpent snatches one before you can react 6-8: Empty 9: Dead snakes

litter the ground. You take five before a loud hiss from the darkness hastens your exit **10:** You find snake eggs, which make a tasty meal, heal a life **11:** Find Skeleton Keys **12:** Find a Runestone

6. **Temple of the Undead.** Throw 3 dice

3: The floor begins to crack open, dozens, then hundreds of hands reach through. Bodies start to crawl out of the very floor, and you find yourself surrounded by countless zombies, all chanting "Brains! Brains!" Roll 1d6 to see how many lives you lose. If you are still alive, roll for each follower. They survive if you roll 6 **4:** You smile when you see a huge glittering throne, then your joy turns to horror when an enormous Zombie King, emerges from behind the throne. He points at you, gurgles something unintelligible, then darts towards you with surprising agility. You must fight, craft 12. If you win, you may gain a craft or take the body **5:** You walk into a swarm of Zombie Gnats and they try to bite everyone in your party. Roll for yourself and each follower. 1-3 safe, 4-6, bitten, become a Zombie in 10 Rounds. Zombification can be cured by visiting any doctor and paying him 3GP for each patient. Otherwise, place the character token / follower card on the space it became a Zombie. It has a craft of 5 **6:** A sinister bell begins to toll. It is calling all the undead spirits throughout the land. For the rest of the game, as soon as a spirit is drawn, it will smell your blood and move towards you (it encounters the character who drew it, first). You can remove the curse by visiting the Warlock and paying him 5GP **7:** You have a sudden craving to eat brain. Starting with your next Turn, you must always move towards whichever character is nearest to you, and take a life in combat. Once you have done this, the curse is lifted **8:** It almost breaks your heart to see a Zombie child, but the undead monster attacks you and you have little choice but to fight, craft 3 **9-12** Nothing but slime and ooze covers the temple **13:** On a plate in the middle of a table is a gruesome sight, a large, grey brain. Why the Zombies haven't eaten it, you don't know, but you feel empowered in its presence. Maybe it belonged to some great scientist, for you certainly feel cleverer. Gain 1 craft **14:** You discover a zombie child whimpering in the corner. It makes no attempt to attack you, and you feel pity for it, offering it words of comfort. Suddenly, the child turns into a powerful wizard, who explains he is just practising his transformation spells. The wizard thinks you are very kind, gives you your full complement of spells, restores any lives you may have lost, and tells you a secret that will add 1 to your next die roll when searching in the Graveyard **15:** While searching among some rotting corpses, hoping to find a Runestone, you are covered in sticky dust falling from the ceiling. It covers your body and you are about to wipe it away when you notice a Ghoul which has entered the chamber walk past you as if you weren't there. The dust makes you invisible to spirits. You may wish to evade the next ten enemy spirits you encounter. Gain 2 craft for this luck turn of events **16-18:** Find a Runestone

7. **Grave of Ghouls.** Throw 1 die

1: Two ghouls emerge from the dark corner. You must fight one, then the other. Ghoul 1: Craft 4, Ghoul 2: Craft 5. If you win, you can trade for 1 craft or take 2 bodies **2:** A ghoul is just

getting up for the night. He thinks you'll make a tasty night-breakfast, str.4 **3-4:** Nothing of interest **5:** No ghouls in here, but you find 2 pearls **6:** There are some strange runes on the tomb in here. If you have any follower, they are able to decipher the secret code and you can add 1 to your next search in the Graveyard.

8. **Robbers' Tomb.** Throw 2 dice

2: You are overwhelmed by Zombie Robbers. They steal all your possessions **3:** An Undead Mugger tries to bash you over the head. Roll under your craft on one die or lose a life. Then fight him, str.4 **4:** A crafty ghoul thief pilfers all of your gold. If you have none, lose a random possession instead **5:** A bungling thief hiding here tries to steal from you, but you catch him in the act. You must fight, str. 4 **6-8:** Empty **9:** You find a pearl left here by some absent robbers **10:** An innocent man wanted by the Law is hiding here. He tells you a secret to the Graveyard. You can add one to your next search **11:** Find Skeleton Keys **12:** Find a Runestone

9. **Witches' Monument.** Throw 1 die.

1: Three witches huddled around a cauldron cackle as you near. They throw something into the brew, and before you know it you and your crew are teleported to the Desert in the far Outer Region. **2:** A witch swoops down and with a cackle casts a spell at you. The player to your right draws the top three spells, and chooses which one to cast. Only you may be affected by it **3-4:** Nothing of interest **5:** A goodly witch is visiting the monument. She admires your bravery in coming here and gives you a spell for free **6:** Your fairy godmother appears before you. She says she can either give you your full spell complement, or a secret that will allow you to add 2 to your next search in the Graveyard

10. **Crooked Tree.** Throw 1 die.

1: A body hanging from the tree gives you the jitters. Then its eyes spring open, a blade comes out and with a slash it cuts itself free. You must fight the ghost, craft 6 **2:** The Crooked Tree creaks as you search. It almost sounds like it is groaning. You realise it IS groaning, straining to swipe you with a mighty bough. Roll under your craft with one die or lose a life **3-4:** Nothing of interest **5:** A ghost rabbit has made its burrow in the tree. It stamps its foot and with a flash of bunny lightning one life, strength, craft, object or follower that you may have lost in the Graveyard is restored to you. You can decide **6:** A solitary leaf hangs from this terrifying tree. You pick it up and examined it. To your surprise, written on it is a secret that will allow you to add 1 to your next search in the Graveyard

11. **Vampire Vault.** Throw 2 dice.

2: You disturb a Vampire's sleep. He can only be harmed by magical weapons. You must fight him, craft 7 **3:** Vampire Bats swoop down and attack, craft 5 **4:** You hear the whistle of a dart flying out of the wall. Roll under your craft with one die to avoid it or lose a life. **5:** Dracula's bride is visiting the Vault. Before disappearing, she curses you for disturbing her. Roll equal to or under your craft with one die or lose a craft **6-8:** Empty **9:** The vampire's last victim, an adventurer,

is dying here. In his last breath he tells you a secret, allowing you to add one to your next die roll while searching. Then you exit before he becomes a vampire! **10:** A Vampire is asleep in his coffin. You drive a wooden stake into his heart, killing him. Gain a craft **11:** Find Skeleton Keys **12:** Find a Runestone

12. **Altar of Evil.** Throw 2 dice. If you are *Evil*, add 1 to the die roll, if you are *Good*, minus 1 from the die roll.

1: The altar is engulfed in flames. Lose 3 lives before you manage to escape **2:** Your face begins to twist in hideous pain, lose 1 life. Roll for each Follower. 1-2 they leave you, disgusted by your new ugliness **3:** One of your Followers is overcome with murderous intentions. They attack another Follower. Decide with your fellow players what the strength of each should be and let them fight it out (if you can't agree, roll a die for each). If the crazed Follower wins, they attack you, then calm down (if still alive!) **4:** One of the objects you are carrying becomes cursed. You can no longer drop it through your own free will. It remains one of your 4 allowable items for the rest of the game. If someone else takes it, the curse applies to them **5:** You are cursed with the Evil Eye, jealous of anyone's success. You must give one of your own craft to the next character (not yourself) who gains a magic object **6-8:** Empty. If you are *Good* or *Neutral*, you become *Evil* **9:** The altar courses with wicked electrical power, which empowers your body. Gain a life **10:** All *Evil* characters (not you) are cursed with the Evil Eye. The next time you gain a magic object, they must all give you one object each (gold counts). You can reject the object, if you wish. Drop it on this space **11:** Find Skeleton Keys **12:** Find a Runestone **13:** Find a Runestone and Skeleton Keys

13. **Mausoleum of Mutants.** Throw 3 dice.

3: Your body begins to twist, pain shoots through you. You are mutating into some hideously pathetic creature with long, thin arms and tiny stump legs. Until you cross water, your strength, craft and lives are all 1, and you can only move one space a time. All your Followers leave you. This is probably the end for you **4:** You pass a monstrous statue of a terribly warped beast, then scream in horror as the statue begins to move. It is not a statue at all, but a Mutant Rock Beast. You must fight it, str.10. Lose two lives if you lose the combat **5:** While searching you pick up a glass bottle. It shatters in your hand and green liquid starts burning through your skin. You try to wipe it off, but the damage is done, your hand is destroyed. -2 strength in physical combat, and you cannot hold two objects at once **6:** Two adult mutant martial art Frogs leap out at you from the shadows. You must fight them separately, both str.6. You can exchange them for a strength if you win, or take the bodies **7:** You discover a mirror during your search and gaze at your image. The mirror is warped, because your reflection is uneven. Then you realise that your body is constantly changing shape, as if it cannot decide on its form. Until you visit a doctor and pay them 10GP, you must minus either 1 strength or 1 craft for the duration of that Turn. Throw every Turn. 1-3 craft, 4-6 strength **8:** One of your Followers sets off a trap, and poison gas covers their body. When they emerge, they have been turned into a worm. You cannot gain any

benefit from this follower, although the Warlock will undo the mutation for a fee of 5GP **9-12**

You find nothing, just lots of hideous statues **13**: One of your followers begins to scream in pain. A cloud of gas envelops them. You move away, expecting the worse. When they emerge, they are smiling. They tell you they have never felt better, and suddenly understand the world so much more. They have become super-intelligent, and can add (a further) +1 to craft **14**: A wise old man sits at a desk. He is surprised you have dared to enter the Mausoleum but wishes to help you. He tells you a secret which will add 2 to your next die roll when searching, and offers you a cup of his favourite brew. It heals all your lives, and you gain a strength **15**: The room you are searching in starts begins to brighten. Soon you are bathed in a strange green light. You can feel your body changing, but you don't know how. The light fades, and everything seems clear. You, and all of your followers are blessed with mutant super-intelligence. +1 to craft, and each follower adds (a further) +1 to craft **16-18**: Find a Runestone

14. Cenotaphs for the Unknown Warriors. Throw 1 dice.

1: As you search you hear wails coming from behind the stone cenotaphs. Suddenly five ghostly warriors encircle you. You must fight each one in turn, str. 2,2,3,4,5. You can exchange all for one strength, or keep five dead bodies. **2**: A Zombie archer takes aim at you from behind one of the cenotaphs. Throw under your craft with one die or lose a life **3-4**: Nothing of interest **5**: The spirit of a fallen warrior buried here offers you his weapon. He says he no longer needs it. Shuffle the purchase card deck and take the first weapon you draw **6**: You realise that the placement of the cenotaphs form a code, which tell you where to search in the Abandoned Chapel. You may add three to your die roll there for one go only

15. Abandoned Chapel. Throw 2 dice. If you are *Good*, add 1 to the die roll, if you are *Evil*, minus 1 from the die roll.

1: You are engulfed in Holy Flames. Lose 3 lives as you flee from the Chapel **2**: The ghost of the last priest to be buried here is irritated by your arrival. Draw 5 spells. The player to your right can decide how to use them against you. No other character may be affected by these spells **3**: Rotten beams crash from the roof. It falls on a random follower, killing them instantly **4**: The rotten floorboards give way. If you roll under your craft you manage to jump to safety, otherwise lose a life **5**: A lonely ghost bores you with talk of her life. Miss a Turn. **6-8**: Empty. If you are *Evil* or *Neutral*, you become *Good* **9**: A chalice of Holy Water has restorative powers. Gain a life **10**: All *Good* characters (not you) are compelled to do a charitable deed. They must give you an object now (gold counts). You can reject the object, if you wish. Drop it on this space. **11**: Find Skeleton Keys **12**: Find a Runestone **13**: Find a Runestone and Skeleton Keys

16. Foul Chantry. Throw 2 dice.

2: You are forced by mysterious powers to join in strange life-sapping chanting. You are stuck here until you throw a 4-6 for movement. Each time you fail, lose a life **3**: The ghost of the old choirmaster, brandishing a sharpened baton, lunges towards you, craft 6 **4**: A trap made of razor-

sharp tuning forks springs from the wall. Roll under your craft to avoid them, or lose a life **5:** An enchanted door slams behind you and a ghostly apparition appears, demanding any object to as a donation to the choir if he is to release you. If you have none, you are trapped here forever **6-8:** Empty **9:** The ghost of the choirmaster invites you to sing. He is so impressed by your angelic voice, he gifts you one random purchase object **10:** A sumptuous feast awaits the choir. You try some and find it is good for both body and mind. Gain a strength *OR* a life, and a craft **11:** Find Skeleton Keys **12:** Find a Runestone

17. Quiet Corner. Throw 1 die.

1: It is eerily noiseless in this corner of the graveyard. Then with a deafening bellow a Night Dragon breathes black fire at you. He was enjoying a peaceful sleep here and you have disturbed him! Lose a life, then fight (or flee to the Dragon Realm), str. 8. You gain a strength if you win **2:** Quiet corner is a place of dark, silent magic. One of your Followers loses his/her voice, and can no longer help you until you visit any spellcaster and pay them 3GP to restore his/her voice **3-4:** All is quiet **5:** An aged nun who has taken a vow of silence has come here to pay her respects to the dead. She silently hands you a spell. Draw the next three spell cards and choose the one you want **6:** Sitting on a bench, enjoying the peace, your hands land on a folded piece of paper, wedged between the wooden slats. On it is a secret, which will allow you to add 1 to your next die roll when you search in the Graveyard

18. Spirit Sanctuary. Throw 2 dice.

2: Innumerable shrieking spirits besiege you from all directions. Lose a life and then fight a combat, craft 8 **3:** Your body urges you to leave, but your spirit just wants to stay here for eternity. Stay here until you roll a 6 for movement to overcome this enchantment **4:** A trap made of razor-sharp tuning forks springs from the wall. Roll under your craft to avoid them, or lose a life **5:** An enchanted door slams behind you and a ghostly apparition appears, demanding any object to as a donation to the choir if he is to release you. If you have none, you are trapped here forever **6-8:** Empty **9:** The ghost of the choirmaster invites you to sing. He is so impressed by your angelic voice, he gifts you one random purchase object **10:** A sumptuous feast awaits the choir. You try some and find it is good for both body and mind. Gain a craft *AND* gain a strength *OR* a life **11:** Find Skeleton Keys **12:** Find a Runestone

You may only enter the Temple of Doom if you have found the Skeleton Keys. In the Temple of Doom movement is restricted to one space each Turn. You always throw 1 dice and refer to the information below.

Temple of Doom

1. **Grand Hall.** There are ten pillars in the Grand Hall. Choose one (roll 1d10). All results are valid for this visit to the Temple only.

1. A Demon is having a wee here. He is very cross you have disturbed his private moment and attacks, craft 12. Gain one craft if you defeat him.
2. The pillar collapses as you search around it, crushing one of your Followers to death.
3. You spring a trap in the pillar, roll under your craft on one die or lose a life.
4. A ghost is hiding. It wails "Boo" and then attacks, craft 4.
5. The pillar sucks you and your company in, spitting you out at the Graveyard entrance.
6. You find a scroll, which has a clue to the Treasure Room. Add one while rolling there.
7. A catalogue of all the books from the Library lies here. Add one while rolling there.
8. You find a writing pad with secrets scribbled on it. Add one while rolling in the Study.
9. You find a recipe book, which contains some secrets. Add one while rolling in the Kitchen.
10. You find a blueprint to the Temple. Add one while rolling in any room.

2. **Altar.** Throw 1d8 to search the altar and surrounding sarcophaguses

1. You slide the lid off a sarcophagus and a hoard of hideously biting insects burst out of it. They bite you terribly. Lose a life
2. There is a vampire in a sarcophagus. You must fight! Craft 10. You can gain a craft if you win.
3. A jet of flame shoots from a candle behind the altar and scorches one of your Followers. They run away in fear.
4. You trap your finger under the stone lid of a sarcophagus. Until you leave the Graveyard -1 str while it heals.
5. The altar starts to glow and to your amazement a Follower you have lost (to the discard pile) reappears on it. They scratch their head, then join you. If you have lost no Follower, gain 1GP instead.
6. You find a parchment in a sarcophagus. There is a secret on it about the Dormitory. Add 1 to your die roll while searching there.
7. Hiding under the altar is a graverobber. He begs you not to kill him, and in return he tells you what he found here in the Temple and in the Graveyard. For the remainder of your visit to the Graveyard, you can add one to every die roll while searching, in the Temple and in the grounds.
8. You place your hands on the altar and feel a surge of inner strength. Gain a life and a craft.

3. **Kitchen.** There are lots of cupboards to search. Throw 1d20

1. Three Zombie cooks storm into the kitchen, knives in hand. They take you by surprise and slash you. Lose a life, then fight each in turn, Craft 7, 8, 9. You can gain ONE craft if you win all three battles.

2. The knives here are enchanted. They slash at you! Roll under your craft with one die or lose a life. On a roll of 1 for each Follower, they die. Leave quickly before they cut you to pieces.
3. 2 Ghouls are enjoying a meal of human brain. They think your brain might be tastier. You must fight each in turn, str. 5, 6. You can gain a strength if you defeat them both.
4. You foolishly drink some water, and it is foul. Each round roll a die. On a roll of 1 you lose a life. Any doctor can heal your for 1GP.
5. Scuttling cockroaches swarm over you. Any liquid (eg potions) or food items you have are spoiled.
6. One of your Followers decides to nibble an apple on a table. But it was an Adam's Apple! And it belonged to a Zombie! The Follower turns into a Zombie and attacks, strength 1d6.
7. Two giant rats feeding off the putrid waste fix their eyes on you. They fight as one, strength 5.
8. A ghost emerges from the larder. Craft 4.
9. A ghost waitress is serving some food to a ghost party. She invites you to sit down and join them. It'd e rude not to. Miss a Turn while you enjoy the spooky titbits.
10. Nothing much here.
11. The kitchen is completely empty.
12. Someone has left a tip on the table. You pocket it. 1GP.
13. There is some tasty food on the table. Heal a life.
14. A party of friendly ghosts, ghouls and gasts are enjoying a meal. They invite you to join them. Heal a life and gain one craft from all the spooky laughter.
15. A ghostly priest is cooking. He tells you how to search in the Temple of Doom. Add one to all die rolls while searching until you leave the Temple.
16. Among the recipe books you find some notes a former adventurer must have made, full of secrets about the Temple. You may add 2 to your next die roll while searching.
17. You find a gruesome looking knife sharpener in the drawer. If you have a (sharp) weapon, you can hone it with this tool, and you can then use the weapon in psychic combat, too.
18. In the cupboards are lots of bags of Sweet Eyeballs. You devour them greedily. Their otherworldly properties bring you back from the dead when you have lost your last life, and restore you to 2 lives.
19. You and your Followers find so many ingredients that you decide you cook up a nice meal. You deserve it. The spiritual food imbues you all with immense darkworld power. For one Turn only, when you decide, all your Followers can double their benefit, and you can add 3 more strength. Then the effect wears off.

20. You have found the Dragonstone!

4. **Storerooms.** There is a corridor and 3 separate storerooms to search. Throw 1d4.

1. A spiral staircase leads down, maybe into a cellar. You descend, and the stairs crumble into dust! You fall heavily to the floor, lose a life. You are stuck here until you can roll 1-3 with a 6-sided die.
2. A washbasin in the room offers little. You turn to leave, when a ghostly figure emerges from the sink. You must fight the Sink Ghost, craft 6.
3. There is nothing in the corridor. Not even any scary pictures to look at.
4. You have found the Demonstone!

5. **Study.** There is a bookcase and a desk, and several paintings adorn the walls. Throw 1d6

1. You examine the nightmarish pictures and think you might be seeing things. You rub your eyes, and realise it is true, the monsters in paintings are moving! Then they begin to crawl out of the frames. There are so many, you cannot possibly fight. One slashes you with terrible claws (lose a life), and another grabs a Follower, killing him/her instantly. You run (next Turn) to the next room.
2. One of the pictures looks different to the rest. You call a Follower over to take a look. Then you realise to your horror what it is: the figures in the painting look like the type of friendly people you meet on your travellers. But it is too late, the picture's dark magic takes hold, and begins to pull your Follower into its frame. You hold them, trying to keep them in the real world, but with a muffled scream for help, the Follower is sucked in, and frozen as a painted figure with the hundreds of others who have fallen victim to this terrible fate.
3. You find nothing of interest.
4. The drawer in the desk slides open. You find a pen, and scribble on some paper. Your Followers laugh at your rubbish drawing.
5. On the bookcase you find a weighty tome called "Secrets to the Temple". Sounds interesting. You read it and pick up some useful tips. Add one to all die rolls in the Temple of Doom during this visit.
6. You have found the Panstone!

6. **Treasure Room.** Sounds promising, but is there anything of value here? 1d10 die roll to find out.

1. You open a treasure chest, hoping to find piles of gold. Something gold is in their glittering and shimmering, but then the shimmer begins to rise, and young but very angry

Gold Death Dragon which was sleeping here raises its head and glowers at you. Before you can close the chest, a breath of hot golden fire shoots towards you. Roll under your craft or lose a life. Then you must fight, craft 11.

2. You rummage through several boxes. Just rags and a few worthless jars. You pick up one, and disturb a resting Zombie Snake. It strikes towards you. Roll under your craft on one die or you are bitten. Within 10 Rounds, you must visit a doctor and pay him 1GP, or you will turn into a Zombie and are out of the game.
 3. The room is one big treasure trap. All of your non-magical metal objects, including gold, suddenly vanish, to be stored in some ghostly realm which you cannot access.
 4. A Thieving Giant Fly, stealer of treasures for this room, darts in and pilfers one of your objects.
 5. The room is quiet, full of cobwebs, certainly no treasure here.
 6. You find 1GP on the floor. No, wait, it's just a worthless bit of shiny paper, probably from a sweet or something.
 7. You find 2 pearls in a little bag.
 8. Someone left a treasure map here, and there are clues to the Temple of Doom on it. In every room during this visit, you can add one to your search roll.
 9. You have struck it lucky! There is more gold than you can take. For you and each follower you have, roll 1d6 to indicate how much gold each takes before a scary noise moves you on. The follower's gold is not yours, but if they die, you can claim it.
 10. You have found the Kingstone!
7. **Dormitory.** There are several beds and cupboards in here. Roll 1d12
1. 3 powerful Ghouls are pretending to be asleep. They can't sleep! They spring out of bed and lurch towards you. Fight each in Turn, str. 8, 9, 10. If you win, you gain one strength, or you can take three bodies.
 2. You are overcome with drowsiness. When you awake, all your followers have left! There is no trace of them.
 3. You sit down on a bed, wondering where to look next. Suddenly Giant Bed Bugs crawl from under the sheets and all over you. Roll under your craft with 1 die or lose a life.
 4. A sleepy ghost half-heartedly attacks you, craft 2.
 5. You fall asleep on one of the beds, miss a Turn.
 6. The beds are tidy, the room is clean. Very nice.
 7. The room smells a bit bad, and you find some dirty socks. You leave them there.
 8. A bloodied tooth lies under a pillow. Undead faeries are clearly not so clever, because she left 1GP, but forgot to take the tooth. You pocket the gold.
 9. These are the most comfortable mattresses EVER. You have a good rest, restore all lives.
 10. On a bedside table in a notebook, within which are some handwritten clues to the Temple. Add one to your die roll while searching in the Temple for the remainder of this visit.
 11. Materialising on the bed before you is a follower you lost earlier in the adventure. They yawn, stretch their arms, get out of bed and rejoin you.

12. You have found the Herculestone!
8. *Priest's Retreat.* The *Priest's* retreat is where he could perform his arts undisturbed, for good or for evil. Roll 1d8
 1. By the desk are a number of stools. You and your Followers take a seat, and regret it immediately. They are actually weird three-legged spider-like beasts, and they bite your bottom. Lose a life, and roll 1d6 for each Follower. On a roll of one they die.
 2. A marble idol of a cruel gargoyle greets any visitors to the room. It is clear that the last priest practised dark arts. The A deep growl comes from within the statue. It creaks into life and attacks! Strength 10. You can gain 1 strength if you win, but not take the body.
 3. You can't find the any magical items, but the *Priest's* private book collection is fascinating. Miss a turn while you peruse.
 4. You find the usual stuff that you might in a *Priest's* private room. Best not to talk about it.
 5. The room is empty. It looks like the *Priest* left in a hurry.
 6. The desk contains note and drawings, which give you a clue about the Temple. Add one to all your die rolls while searching in the Temple this visit.
 7. You find a spell book, immediately gain one craft and your full complement of spells.
 8. You have found the Spellstone!
9. *Laundry.* Roll 1d4 to see what delights the laundry room has in store for you.
 1. There are some clothes and sheets hanging out to dry. One of them begins to ripple, and you realise it is a ghost agitated at your arrival. You must fight it! Craft 5
 2. It's a bit smelly in here. Lots of stinking clothes, left to rot on the floor. Miss a go while you tidy everything up.
 3. There are some great clothes in here. All clean and freshly pressed. You try some on. Heal a life for the new air of freshness about you.
 4. You have found the Spacestone!
10. *Library.* A room of knowledge, science, books, maths and all sorts of great learning things. Roll 1d6 to see what you learn in here.
 1. Horror stories line the top shelf. Blood starts to drip from them as you get closer, then the books open and monsters start to creep out. Nightmarish creatures crawl down the bookcase, up the walls, towards you. There are too many to fight. Roll a die. 1 lose 2 lives, 2-3 lose 1 life, 4-6 escape shaken, but unharmed.
 2. A loud clatter behind you tells you that the coffin you passed in the previous room has opened, you glance furtively towards the door. A Vamprie blocks your exit. You must fight, craft 10. If you lose, you must visit a doctor and pay 1GP within 10 Rounds, or you, too, will become a Vampire and are out of the game.
 3. You have a good read of a book called *Derushka*, by S Pearce.
 4. You have a good read of a book called *Deception*, by S Pearce.

5. You find a book which tells you all about the history of the Temple of Doom. You can add 1 to all search rolls during this visit in the Temple.
6. You have found the Desertstone!

<p>MAGIC 5 OBJECT</p> <p>DESERTSTONE</p>  <p>If you possess this and the Talisman Runestone, you may defeat any enemy in the Desert. You do not gain any strength or craft benefit from this victory.</p>		<p>MAGIC 5 OBJECT</p> <p>DESERTSTONE</p>  <p>If you possess this and the Talisman Runestone, you may defeat any enemy in the Desert. You do not gain any strength or craft benefit from this victory.</p>	
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STRANGER 4

MERKOF



The evil wizard challenges you to a game of luck. Whoever throws highest wins. If you lose, he takes a Follower as an apprentice. If you win, he gives you an apprentice (the first one in any unused deck).



EVENT 1

CLEANSING SPIRIT



The powerful spirit moves through the Graveyard, banishing any strangers to the discard pile.



MAGIC 5

SOUL SWORD



The Soul Sword adds +1 to combat against spirits. When you defeat them, you gain a life.

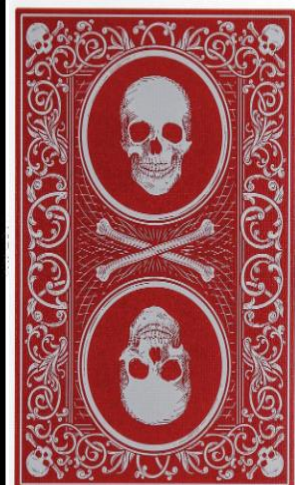


FOLLOWER 5

BETRAYER KING



If you take the Betrayer King to the Royal Castle, he becomes the new King and gives you 10 random purchase card objects as a reward.



EVENT 1

GRASPING GHOST



This gruesome ghost feeds on your mind. Lose one random ability.

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MAGIC 5

SKELETON



You do not lose a life after losing a normal or psychic battle, if you roll a 4, 5 or 6. If you draw a skeleton card, roll a die. 1-3 they become your follower and will fight in your place. Combined with the Blue Skeleton Gem, you gain craft.



MAGIC

5

GREEN RUBY



The Green Ruby adds +1 to your craft, or +2 when placed in the Skeleton Armour.

ENEMY

2

GRAVEARTH



Skeletons literally fall from the monster's back. Fight one now, strength 1. Each Round roll the die, 1-4 a new Skeleton falls and you must fight it. Each Round the Skeleton's strength is increased by 1.

STRANGER

4

ANGEL OF GRACE



While the Angel of Grace is visiting the Graveyard, all *Good* characters can add one to die rolls while searching, and no longer minus 1 in combat.

STRANGER

4

COLOSSUS



Place this card on the Graveyard space on the main board. The Colossus prevents anyone entering or leaving the Graveyard. Unless he is given a Runestone. Then he disappears.

EVENT

1

COLOSSUS



STRENGTH 7

An adventurer is in mortal combat with a giant Drudge Beetle. If you help him defeat the insect he will tell you a secret which allows you to add 1 to your next search.

EVENT

1

SECT



A group of adventurers have gone mad in the chaos of the Graveyard and are performing some devilish rite. Roll under your craft on one die, or you, too, are spellbound. Each Round you must roll again.

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FOLLOWER 5

SKYBLADE



The valiant angel will help you in your quest. She adds one to ALL combat, and has 3 spells. After 3 fights or once her spells have gone, she flies off to help a random player, with 3 new spells.



FOLLOWER 5

PYROMANCER



A powerful pyromancer will join you if you pay him 1GP. For each further 1GP, he will send any already upturned card up in flames and it burns to the discard pile.



FOLLOWER 5

SIR KONRAD THE



The wicked knight will only join evil characters. If you roll a 6 for movement, you can draw one card more than required, and discard one you do not wish to encounter.



FOLLOWER 5

SCOUT



When you roll for movement, you can send the scout up ahead instead to see what's there. She then reports back to you. If you then wish to roll again, you can, but this time you must move.



EVENT 1

HELL'S THUNDER



A terrible dragon from hell flies over the Graveyard. You can quickly escape to the Dragon Realm, otherwise you must lose a life from the dragon's lethal lightning as she passes over.



MAGIC 5

IGNEOUS CLOAK



The cloak will burst into flames and frighten any spirit. You may evade them. However, on a roll of 1 you are burnt terribly and must lose 2 lives.

