





BABA YAGA'S HUT



Follower

Cursed

Instead of rolling for your movement, you must always move 5 spaces. Discard this Follower when you cross the Storm River, either by bridge, raft, or ferry.

1





BLACK CAT



Follower

Cursed

Discard all of your fate. You cannot replenish or gain fate. You may discard it if you roll a 1 during your turn.

1



DEATHSTALKER



Follower

Cursed

If you are defeated in battle or psychic combat and lose a life, you are killed. You may discard it if you defeat a creature or character in battle or psychic combat.

1



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Follower

Cursed

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1



FALSE PROPHET



Follower

Cursed

You cannot pay fate to reroll dice. You may discard the False Prophet after you visit the Enchantress in the City.

1



GREMLIN



Follower

Cursed

Whenever you gain an Object
you must first roll 1 die:

- 1-2) Discard the Object
and lose 1 life
- 3-4) The Object is ditched
on your current space
- 5-6) You keep the Object
and you may discard
the Gremlin

1



JINX



Follower

Cursed

If you pay a fate and reroll the same result, you are killed! You may discard the Jinx if you visit the Soothsayer in the City.

1



NETHER BANE



Follower

Cursed

The Nether Bane will aid any Enemy that attacks you in battle or psychic combat by adding 4 to the Enemy's attack score. If you lose a life as a result of the attack, it will leave you and join the character to your left.

1



OLD MAN OF THE SEA



Follower

Cursed

At the start of your turn, lose 1 Craft or 1 Strength and place it on this card. If you cannot, you must lose 1 life instead. You may discard him by visiting the Tavern.

When you lose the Old Man of the Sea, you gain all Craft and Strength on this card.

1



YAGABOND



Follower

Cursed

Whenever you roll a 1 for your move, your turn immediately ends. You may discard the Vagabond if you pay him 2 gold.

1



HAG



Follower

Cursed

Discard all of your other Followers. You may have no other Followers until you visit the Mystic in the Village, even if he ignores you.

1



HAG



Follower

Cursed

Discard all of your other Followers. You may have no other Followers until you visit the Mystic in the Village, even if he ignores you.

1



JESTER



Follower

Cursed

Your attack rolls are reduced by 1 (to a minimum of 1).
You may discard the Jester if you visit the Castle or Tavern.
If you win an attack against another character, you may force him to take the Jester instead of your normal reward.

1



POLTERGEIST



Follower

Cursed

The Poltergeist slows your movement to 1 space per turn. You can only rid yourself of it by crossing the River, either by bridge, raft, or ferry. You must then discard it.

1



FALSE GRAIL



Object

Cursed

Discard all of your quests.
You may not accept any
quests until you rid yourself
of the Grail by visiting the
Castle. You may then
discard it.

5



LIVING DOLL



Magic Object

Cursed

Ditch all of your other Objects. You may have no other Objects until you visit the Alchemist in the City and discard the Doll to gain a gold.

5



LODESTONE



Object

Cursed

The Lodestone counts as 2 Objects towards your carrying limit. If you visit the Alchemist in the City, you may discard it to gain 1 gold.

5



HAUNT



Enemy - Spirit

CRAFT: 2

If you do not defeat the Haunt, you must take it as a *Cursed* Follower. Your attack rolls are reduced by 1 (to a minimum of 1). Discard the Haunt if you visit the Chapel or the Graveyard.

3



FALSE TALISMAN



Magic Object

Cursed

You cannot enter the Valley of Fire until you gain another Talisman. You may then discard the False Talisman.

5



SPIRIT OF VENGEANCE



Enemy - Spirit

CRAFT: 3

If you are defeated, in addition to losing 1 life, you must take the Spirit of Vengeance as a *Cursed* Follower. Whenever you land on a character, you must attack him. If you win, you may force him to take the Spirit of Vengeance instead of your normal reward.

3



NIGHT STALKER



Enemy - Cultist

STRENGTH: 3

If you are defeated during the Night, you do not lose a life. Instead, you must take the Night Stalker as a *Cursed* Follower. You lose 1 life at the start of each of your turns. Discard the Night Stalker when Day breaks.

2



HAUNTING POLTERGEIST



Spell

Cast on any character at the start of his turn. That character must take this card as a *Cursed* Follower and may only move 1 space per turn. The character must discard this card if he crosses the River, either by bridge, raft or ferry.