SMALLWORLD CURSED!

RACES

GOBLINS *(by Gustav Åkerfelt - Finland)*
You may conquer any In Decline Region at a cost of 1 less Goblin token than normal. A minimum of 1 token is still required.

KOBOLDS *(by Jörg Krismann - Germany)*
You may never occupy (nor conquer) a Region with less than two Kobold tokens. When going In Decline however, keep a single token in each Region, as normal.

SPECIAL POWERS

CURSED
(by Paolo Mori - Italy)
You must pay 3 Victory coins, not 1, to skip the Race that is Cursed when selecting a Race and Special Power combo.
It brings no additional Special Power.

RANSACKING
(by Travis Lauro - USA)
Each time you successfully conquer a Region containing an opponent's active Race token, he must immediately pay you 1 Victory coin from his own personal stash (unless he has no coins left).
You cannot ransack In Decline Ghouls.

HORDES OF
(by Leif Steiestol - Canada)
You may use your 2 *Hordes of* tokens exactly as if they were additional active Race tokens of your own Race. They disappear when you go In Decline, however.

WERE-
(by Philip Harding - Australia)
Each night (even numbered game turn), you may conquer all Regions with 2 less Race tokens than normal.
A minimum of 1 token is still required.
Your Special Power has no effect during the day (odd numbered game turn).

MARAUDING *(by Daniel Zielinski - USA)*
Once your conquests are over (but before any final conquest attempt using the Reinforcement Die), take your troops back in hand, leaving at least one token per region, and go through another complete cycle of conquests; then do your final conquest attempt, if any.

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