

# Caverna The Forgotten Folk

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**PROMO**

designed by Grzegorz Kobiela and  
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## Components:

- 1 Folk board,
- 1 overview tile,
- 4 Treasure tiles,
- 2 Gemfruits,
- 2 Mushrooms,
- 1 Weapon tile.



The Adventurers are the tenth Folk for CAVERNA: THE FORGOTTEN FOLK. Unless stated otherwise, the base game and expansion rules apply. The Adventurers do not introduce any new Rooms but rather Treasures that only they can get. Provided knowledge of the expansion rules, you can play the Adventurers even without owning the expansion.

## ADVENTURERS

*Not only are Adventurers bigger than Dwarves, their love for adventure is greater too. Mundane matters are beneath them when they can get all they want elsewhere ...*

**Aside from Food, both of your Adventurers start the game with a Weapon of strength 4. Additionally, you must shuffle the Treasures and distribute them face down on the designated spaces: one Treasure on the top left Forest space of your Home board, another**



**one on the top right Mountain space of your Home board, and one each on the corresponding spaces of the overview tile, which is placed in front of you.**

***Arrogant** – Adventurers find chores like cutting trees or picking berries a major waste of their time. Only rubies are worth collecting, they say.*

Each time you use an accumulation space with an Adventurer, you must leave **all** goods on the space; you do not get any replacement from the general supply either. This does not apply to accumulated Rubies and bonus goods printed on the action space (like „+1 Grain“).

***Adventurous** – Why do they work yourself when you can “get” stuff on expeditions?*

Action spaces providing an Expedition action are not considered occupied for your Adventurers, unless already occupied by an Adventurer.

***Note:** The Forging a Weapon action is always paired with an Expedition so you can use these spaces to equip an unarmed Adventurer and take the Expedition action afterward, unless the action space is already occupied by another Adventurer.*

When selecting loot, Adventurers can choose “Wood”, “Stone”, and “2 Ore” multiple times. Each time you choose Wood, Stone, and Ore as loot with an Adventurer, you must take these goods from accumulation spaces of your choice, if possible. (You may take items from different accumulation spaces.) Only if there is no accumulation space containing the good you chose can you take it from the general supply.

***Note:** In the Refill Phase, if a space contains at least 1 good, you must add the goods printed in parentheses.*

***Experienced** – You can easily tell from their stature that Adventurers are great fighters. The other folk seem pretty weak in comparison.*

One of your Adventurers can achieve a Weapon of strength 15 and 16, unlocking new but one-time loot items (see below). Even at strength 15 and 16, you can choose from the other loot items as usual.

***Note:** Due to production reasons, the 15/16 Weapon tile is bigger than the Weapon tiles from the base game. If this bothers you, simply use the Weapon in place of the Person disc it belongs to.*

**New Loot Items**



With a Weapon of strength 10 or more (*but only once a game*), you can claim the corresponding Treasure (see “Treasure Hunters” for details).



With a weapon of strength 15 or more (*but only once a game*), you can place a (*normal*) Dwelling in an empty Cavern at no cost and immediately (*and only once*) get a Goblin into that Dwelling. If you have Room for the Goblin already, you may decline the free Dwelling. (*You cannot decline the Goblin and only take the Dwelling.*) To choose this loot item, you may not have 6 People already. (*The Additional Dwelling may be of no use to you.*)

**Note:** *The Goblin is not an Adventurer! It follows the normal Goblin rules, being Lazy, Clumsy, and Incompetent. Consequently, you can use the Goblin to collect accumulated goods (but you must discard one good as per the Clumsy rules). You can have a second Goblin via the Goblin Dwelling at the cost of an Adventurer (every Folk is capped at 6 People as per the expansion rules).*



With a Weapon of strength 16 (*but only once a game*), you can claim the corresponding Treasure (see “Treasure Hunters” for details).

**Efficient** – *It is a mystery to the Adventurers how the other folk make do while being so wasteful with their resources.*

Each time you Furnish a Cavern with an Adventurer (*on an action space or from a loot item*), you pay your choice of 1 Wood, 1 Stone, or 1 Ore less. This discount can be combined with other discounts (*e.g., from the Carpenter*). Costs cannot be less than 0.

**Treasure Hunters** – *Adventurers do not overlook anything.*

During the course of the game, you can claim up to 4 Treasures, which you have distributed randomly during setup. Each Treasure provides a one-time immediate benefit in the form of free goods (*see below*). To claim the two Treasures on your Home board, you must place a tile on the respective spaces. Until you do, these spaces cannot be used and will be considered unused during scoring. The other two Treasures can be claimed as loot: one with a Weapon of strength 10 or more, the other with a Weapon of strength 16.

**Treasures**



You immediately (*and only once*) get 6 Gold.



You immediately (*and only once*) get 2 Gemfruits.



You immediately (*and only once*) get 2 Mushrooms.



Immediately (*and only once*) increase the Weapon of an armed Person (*Adventurer or Goblin*) by up to 4. You cannot split the increase among multiple People.

During scoring, if you have collected all 4 Treasures, you get 5 Bonus Points.



**Caverna The Forgotten Folk**

(requires base game to play)

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**Graphic design:** atelier198

**Number of players:** 1-7

**Ages:** ab 12 Jahren

**Playing time:** 30' per player

