‘Unclean, unclean!’ That is a terrible cry for the residents of Carcassonne to hear. It meant that there was a leper in their midst. These poor folk had to endure their suffering on their own, as no one would dare get near them. Those that did happen to find themselves in the presence of a leper would have to wash well and stay away from their fellow citizens for several days.

**EXTRA PIECES**

- 1 extra piece

**ADDITIONAL RULES**

**Preparation**

Place the Leper to the side of the playing area.

**Placing the Leper**

The Leper is placed on the board when the first city is completed. After scoring for the city has taken place, the player who completed that city, decides on which tile of the city he wishes to place the Leper. The player places the Leper on one of the completed city segments and his turn is now over. If by placing the Leper on the city he is on the same tile as a follower, that follower does not lose any points. The Leper cannot move during the same turn that it has been placed.

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1 The graphic shows a follower that is included as part of Carcassonne: The Castle, painted white. However, any piece may be used to represent the Leper, as long as the piece can be distinguished between other pieces.

2 The Leper is not owned by any player.

3 **Question:** I have completed the first city, but it contains my builder. Can I place the Leper and then take my builder generated double turn? **Answer:** Yes, you are entitled to do this. Remember though, after placing your builder generated tile, you cannot move the Leper as it has already been placed on your turn.
Moving the Leper

When the Leper is on the playing surface a player may, instead of his usual ‘moving the wood’ action, move the Leper or take no action. Remember, the Leper cannot move during the same turn that it has been placed.

If a player decides to move the Leper, he must be moved 5 tile spaces; unless it is not possible to do so (i.e. a dead end is reached). The Leper’s movement is orthogonally (horizontal or vertical). A player may not move the Leper onto a tile that he has already moved across on that turn. Boundaries do not affect the Leper’s movement, but he must move onto an already placed tile during his movement (i.e. the Leper may not move across a ‘hole’ in the playing area).

Should a player complete another city, then, instead of ‘moving the wood’ and as long as the Leper has not already been moved by the player this turn, the player may place the Leper into the newly completed city, should he choose to. If the player chooses to do this, he decides on which tile of the city he wishes to place the Leper. The Leper cannot move again during this player’s turn. If by placing the Leper on the city he is on the same tile as a follower, that follower does not lose any points.

Scoring the Leper

For every follower that is on a tile that the Leper moves across or comes to rest upon during the course of his movement, the owner of that follower loses 1 point.

If the Leper starts his movement on a tile which includes a follower, the owner of that follower does not lose 1 point when the Leper begins his journey, but if the Leper ends on a tile with a follower, the owner of that follower loses 1 point.

A player that has zero score does not lose any points if the Leper moves across or is on the same tile as his follower.

Other rules

The Leper cannot be taken prisoner by a Tower or removed from play by a Dragon. If a follower is protected by the Fairy, the Leper can come to rest upon or move over the tile, but the protected follower does not lose a point.

The presence of the Leper does not impact upon followers when scoring for any features.

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4 The term ‘moving the wood’ refers to the action that a player may take after placing a tile. Thus, ‘moving the wood’ refers to placing a follower as a Knight, Monk, Thief, Farmer, Builder, Pig, Mayor, Wagon or Barn to the tile just played, moving the Fairy or placing a Tower piece onto an existing tower or foundation.

5 The Leper may move across rivers, roads, city walls, cloisters, etc. without hindrance. However, the Leper may not enter the City of Carcassonne. Followers deployed within the city walls of Carcassonne do not lose any points if the Leper moves onto their tile, but the Leper will continue to affect followers placed outside the city walls of Carcassonne.

6 The Leper’s penalty is only imposed on followers, therefore, a Builder, Pig or Barn do not lose points when being passed by the Leper.
Version History

01 Jan 2009    Ver 1 is released
01 Jan 2009    Ver 0.4 is released as a draft
24 Dec 2008    Ver 0.3 is released as a draft
23 Dec 2008    Ver 0.2 is released as a draft
13 Dec 2008    Ver 0.1 is released as a draft

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