

☞ Talisman Destinies ☞

Rules and Guidelines

These rules and guidelines are not exhaustive, though they do cover most aspects of the game. It is presumed that anyone reading this document will have some familiarity with the game.

Note on Pronouns

Throughout this document the terms *them, they and their* are used as the impersonal third-person pronouns to refer to a single Character instead of *him, her etc.*

Recommended Topics

The most significant changes and additions to this version of the game are covered in the following sections below:

- Board Spaces (*Inner Region; Towns and Outposts*)
- Combat (results of)
- Curses
- Destinies
- Enduring Events
- Followers (*Bodyguards, Passengers and Vessels*)
- Home and Home Advantage
- Moves
- Powers
- Ranged Attacks
- Restrictions
- Runelands
- Treasures
- Wishes

Alignment

There are 3 Character Alignments or moral outlooks in the game, as stated on Character cards: Good, Neutral and Evil. Alignment is referred to on various cards, including Special Abilities. Some Followers and Objects can only be used by Characters of the indicated Alignment(s). Some board spaces also have specific effects according to a Character's Alignment (eg Chapel, Temple and Graveyard). See **Restrictions**.

Badlands

Some Board Spaces are considered Badlands, as indicated by the cattle skull symbol on each space. Badlands have various effects:

- Characters ending their move on a Badland immediately lose 1 Life or 1 Fate
- Unique effects as described on various cards such as Events, Followers and Objects
- Triggering certain Special Abilities as described on Character cards

Note that there are no permanent Badlands on the main board, but they are found in some of the Outermost Regions (expansion boards). Some cards can turn a space into a Badland temporarily.

Board Spaces (see also Badlands, Movement and Moves, Outposts, Runelands and Towns)

Terrain Types

Every space on the board, except for the Valley of Fire, has a Terrain Type. On the main board these are: Highland, Lowland, Woodland, Wetland. They are stated on the board and indicated by the colour of the text box. Terrain is referred to on various cards (eg Flood Event) and in Character Special Abilities (eg the Huntress's Badger Follower).

NB: Do not confuse Woods (a specific draw space) with Woodland (a Terrain Type that includes all the Woods spaces, Chapel, Oakendell etc).

Outer Region

Chapel and Graveyard – Revised from other editions. As with all board spaces and Place cards, the instructions are compulsory (unless otherwise stated, such as use of the terms ‘*may*’ or ‘*choose*’). See **Home and Home Advantage**, for Characters that start the game in either of these spaces.

Sentinels - A Character landing on a Sentinel space may choose to draw an Adventure card or fight the Sentinel. Combat results for the Sentinels are:

- Victory – Gain 1 Treasure and go to the nearest Portal, across the Storm River; on your next turn, you *may* encounter that Portal, or move as normal
- Defeat – Lose 1 Life

NB: The Sentinels cannot be targeted by Ranged Attacks. They can be evaded or automatically defeated by means of Special Abilities, Potions, Spells etc.

Bodyguards can be used to fight the Sentinels. The Sentinels cannot be killed or taken as Trophies.

Towns (see also Outposts) – These are indicated by a barn symbol. A Character landing on a Town space that chooses not to encounter any Characters there must choose one of the stated options. Note that the first option only applies to Characters whose Home space it is.

If an Enemy is already face up in the Town when a Character lands there, they must either fight it or encounter a Character in that space. They cannot choose the other options.

If any other types of Adventure or Town card are face up in the Town when a Character lands there, they encounter the card(s) if they choose option 3. This is instead of drawing a new Town card.

If a Character chooses to restore a Life or Fate, or to make a Purchase (or steal), they must do so. Characters with current Life and Fate totals equal to their Start Values cannot restore them. Characters without Gold (or some Special Ability to steal), cannot Purchase (or steal) items.

See **Home and Home Advantage**.

Middle Region

Academy, Castle and Tavern – These spaces are classed as *Outposts*, as indicated by the castle tower symbol on each space. Various cards and Special Abilities may refer to Outposts specifically.

In Outposts in the Middle Region, the first option only applies to Characters of the stated Class.

Note that the first option in each Outpost in the Outermost Regions only applies to Characters of the two stated Races, *or who have at least one Follower* of the stated Races.

NB: See Outer Region – Towns for more details.

Bright Portal and Dark Portal – The roll of dice is compulsory for anyone landing here, even if they are not planning to cross the Fire Mountains yet (such is the inexorable pull towards the Valley of Fire).

Citadel – A Character cannot willingly discard their last Life token here unless there are no other options (in which case, they die). A Character can never discard a **Wish** token here. **Curses** may be discarded here if there are no other options (and if the Character is down to their last Life token.)

Sanctuary – Characters here cannot attack or be attacked by Characters, use Spells or Potions or other Special Abilities on other Characters (regardless of what space they are in), nor can they be affected by Spells, Potions, Ranged Attacks or any other effect used by another Character. Characters in the Sanctuary are still affected by Adventures including Events, Powers and Enemies.

Temple – This works in the same way as the Chapel and Graveyard in the Outer Region, with a slight bonus for Neutral Characters.

Inner Region

Valley of Fire – This is now the end space of the game (see **Destinies**). Characters in the Valley of Fire are not affected by Powers or non-Enduring Events. Enduring Events *do* affect them. The Valley of Fire can only be entered by a successful role at the Mines or Crypt.

NB: Characters who attempt to enter the Valley of Fire without a Talisman must go Home immediately.

Other Spaces - Movement in the Inner Region is restricted to one space per turn. Movement rolls are not made in the Inner Region except if a Character is on the Lake or Ruins and wants to return to the Middle Region. There is no special requirement to return from the Lake to the Dark Portal, or from the Ruins to the Bright Portal. Treat this as a normal move roll, counting the Portal as one space moved-to and then proceeding into the Middle Region in either direction.

Movement in the Inner Region is in either direction. Characters should consider which route they wish to take towards the Valley of Fire. The four routes are:

- *Lake – Morass – Crypt*
- *Lake – Mountains – Mine*
- *Ruins – Tangle – Mine*
- *Ruins – Wastes – Crypt*

Note that Characters in the four corner spaces (Morass, Mountains, Tangle, Wastes) can choose to move back to the Lake or Ruins respectively, instead of proceeding to the Mines or Crypt. If a Character chooses this route, it is not considered a **Retreat** (see below) and they will have to encounter the Lake or Ruins as normal.

A Character in the Valley of Fire or who remains at the Crypt or Mine after their dice roll, may announce a **Retreat** *at the start of their turn*. In that case, the Character moves each turn by the shortest route towards the Lake or the Ruins and does not encounter any Inner Region spaces. A Character who announces Retreat must proceed each turn until they have returned to the Middle Region (or used a Wish token to go Home). A Retreating Character can still be attacked or otherwise encountered by other Characters, but they cannot initiate Combat themselves.

NB: Move tokens cannot be used in the Inner Region (see Moves).

Bodyguards (see Followers)

Cards

The term 'card' refers to all types of card. The three main types are: Character/Toad; Destiny; Encounter (includes most other types). Alignment cards and Character/Toad Standees are used as markers and are not directly involved in game play.

When a Character is required to ditch or discard a card, this refers to their resources, ie Followers, Objects, Potions, Spells and Trophies.

The full list of card types and subtypes is as follows:

Adventure

- Power (Encounter Number 0)
- Event (EN 1)
- Enduring Event (EN 1)
- Strength/Craft Enemy (EN 1)
 - o Strength/Craft Trophy
- Strength Enemy (EN 2)
 - o Strength Trophy
- Craft Enemy (EN 3)
 - o Craft Trophy
- Stranger (EN 4)
 - o Test
- Object (mostly EN 5, some are EN 1 or EN 6)
 - o Armour
 - o Curse (EN 1)
 - o Magic Object
 - o Trinket
 - o Vessel
 - o Weapon
 - Ranged Weapon
- Follower (mostly EN 5)
 - o Bodyguard
 - o Curse (EN 1)
 - o Passenger
 - o Ranged Follower
 - o Vessel
- Place (EN 6)
 - o Source

Alignment Marker (Evil, Good, Neutral)

Character

- Evil, Good, Neutral (Alignment)
- Mystic, Rogue, Warrior (Class)
- Chapel, Fairmeadow, Graveyard, Oakendell, Stiltwick, Stoneberg (Home)
- Beastfolk, Dwarf, Elf, Fae, Halfling, Human, Orc, Undead (Race)

Character Standee

Destiny (aka 'Alternative Ending')

Encounter Card (any Adventure, Town Card or Treasure)

Potion (including Cursed and Ranged Potions)

Spell (including Cursed and Ranged Spells)

Toad

Toad Standee

Town Card (same range of subtypes as Adventures)

Treasure

- Follower
- (Magic) Object
- Personal Treasure (unique to each Character)
- Talisman

Class

There are 3 Character Classes or general occupations: Mystic, Rogue and Warrior. These are stated on Character Cards. See **Restrictions**.

Combat (Definitions)

In Talisman Destinies, the terms 'battle' and 'psychic combat' are no longer used. The terms used are 'Strength Combat' and 'Craft Combat'. The word 'combat' refers to both types if there is no specific indicator of either Strength or Craft.

NB: Some Followers, Objects etc give bonuses for both types (eg the Falcon gives the Ranger a +1 bonus to all combat rolls).

Combat (Results of)

Killed Enemies are taken as **Trophies** unless the card states otherwise.

Some Enemies have special Victory and Defeat conditions (see also **Board Spaces - Sentinels**).

If no Victory conditions are given, there is no additional reward other than taking the Enemy as a Trophy. If no Defeat conditions are given, the attacking Character loses 1 Life. Note that some Enemies have Defeat conditions that do not require loss of Life.

Cooperation (optional)

Option 1: Characters in the same space may trade Gold, Objects, Followers, Potions and Spells during their turn. This is instead of any other encounter for that turn.

Option 2: Characters may trade Gold, Objects, Followers, Potions and Spells during their turn with any other Character of the same Alignment, Race, Home or Class. This is instead of any other encounter for that turn.

Craft (blue tokens)

Your Character card gives your Craft (Start) Value, representing intelligence and wisdom (mainly in the case of Mystics), and also cunning and physical agility (mainly in the case of Rogues and Warriors). Place this number of blue tokens by your card at the start of the game. Your Current Craft is equal to your Craft Start Value plus any Craft tokens you have gained, plus any Craft bonuses from Followers, Objects, Potions, Spells, Events etc in effect.

NB: Some Craft bonuses apply only in Combat (eg Rapier, Princess, Paladin's Special Ability, Darkness Event).

You can *gain* Craft beyond your Start Value; there is no upper limit.

If your Craft Value increases (such as through a Magic Object or Follower), you automatically gain the extra Craft token(s) as indicated by the increase.

Some **Curses** can cause your Craft Start Value to fall below its original level. However, your Craft Start Value and Current Craft **can never go below one**. Ignore any instruction that would make this happen.

NB: If you are instructed to lose or ditch any Craft tokens, this does not apply to your Start tokens; you cannot discard your Start tokens at the Citadel. (Example - the Scarecrow card applies only to tokens you have gained since the start of the game).

Curses

Curses are a subtype of card, including Objects, Followers, Potions and Spells. When you draw a Curse, you must take it. A Curse's ability is constantly in effect.

A Curse can be discarded by various means:

- Praying at any board space (eg Chapel) or Place card (eg Altar), regardless of the outcome
- Discarding a Wish token *at the start of your turn*
- Drinking the Antidote Potion
- The Prophetess's Special Ability
- The Scoundrel's Weasel Follower
- Character's death
- As described on the Curse (eg Jester)
- Becoming a Toad
- If you are instructed to make a compulsory discard and a Curse is the only possible discard you can make

Some Curses (eg Bogle, Loadstone) can be passed to other Characters, as instructed on those cards.

Curses cannot be ditched voluntarily. If a Character is instructed to ditch a card and no others of the right type are available, it is possible.

NB: If taking a Curse would cause your Limit for that card type to be exceeded, you must discard a card of the same type, then take the Curse to replace it.

Death

A Character dies when their current number of Lives falls to zero or below.

A Character cannot willingly discard or ditch their last Life token unless there are no other resources they can sacrifice (see **Board Spaces – Middle Region – Citadel**).

Once any Character has reached the Valley of Fire, no 'resurrection' is possible (except by a Special Ability such as the Rebirth Potion).

Otherwise, players may decide beforehand how to handle re-entry to the game as per the rules and guidelines in previous editions.

Defeat (see Combat)

Destinies

On entering the Valley of Fire, if there are no other Characters or cards there, you must draw a Destiny card.

When 2 or more Characters are in the Valley of Fire at the same time, any active Destiny card is ignored and the Characters must attack each other or use Spells, Potions, Special Abilities etc against each other. Characters cannot help each other in the Valley of Fire – only one conquering hero is demanded by Destiny!

Option 1: The players may decide at the beginning of the game to play with the top Destiny card revealed, so that they can better prepare their journeys to the Valley of Fire. In this case, ignore all instructions on Destiny cards that give bonuses to Characters based on their Race, Class, Alignment, Home etc. Also, in this Option, the Treasures that allow manipulation of the Destiny deck have no function.

Option 2: Note that Destinies have Encounter subtypes (Enemy, Stranger, Event etc). Normally these will be ignored. However, players may agree to allow Special Abilities to be used accordingly. For example, the Wizard's Evade Dragons ability would allow him to evade the Great Wurm. Characters cannot evade Destiny for long, however, so this will simply delay the inevitable by 1 turn. If Destiny subtypes are allowed, note that some may be affected by Enduring Events.

Discarding a Card or Token (clarification)

Discarding requires a card to be put in a discard pile next to the relevant card deck. Discarded tokens are returned to the stockpile.

The terms 'discard' and 'lose' are used interchangeably. The term 'killed' is also used for Followers and Enemies who are discarded or lost. Note that *most* Enemies can be kept as Trophies when they are killed.

'Spending' Fate or Gold is another form of discarding.

Ditching

When a Character is instructed to ditch a card or token, they do not discard it but leave it in their current space. Any type of resource can be ditched, including Strength, Craft, Lives, Fate, Gold, Potions, Spells, Objects, Followers, Moves, Wishes, Trophies and Treasures. Ditched cards are placed face down.

A Character cannot retrieve their ditched cards or tokens until they next encounter that space. This usually requires at least one turn to move somewhere else and one turn to get back, though some effects (eg the Summer Event card), allow a Character to encounter the same space in two consecutive turns.

Ditched Personal Treasures cannot be retrieved by any Character, other than the one named on those cards.

Ditched Trophies do not become active Enemies.

Encounter (definition)

An Encounter is any interaction between a Character and the following:

- Adventure Card
- Board space (including the **Sentinels**)
- Character(s) (including the use of any Special Ability by either party)
- Potion (used by another Character to hinder you – usually a Ranged Potion)
- Ranged Attacks
- Spell (used by another Character to help or hinder you, sometimes Ranged)
- Town Card
- Treasure Card

NB: Drawing an Enduring Event card is an Encounter but its ongoing effects are not.

Enduring Events (see Events)

Enemies (see Trophies)

Enemy cards remain on the board unless otherwise stated or until they are killed.

Strength/Craft Enemies

Some Enemies have both a Strength and a Craft Value. They all have Encounter Number 1. The Character encountering such an Enemy chooses whether the combat will involve Strength or Craft. If more than one such Enemy is encountered at the same time, they fight together, adding their Strength and Craft. These Enemies do not combine with Strength-only or Craft-only Enemies.

Killed Enemies with both a Strength and a Craft Value, and taken as **Trophies**, can be traded in for either Strength or Craft tokens, regardless of which value was used in combat.

Option: Enemies with both a Strength and a Craft Value (Encounter Number 1), always attack using the lower of a Character's Start Values. If a Character's Strength Value and Craft Value are the same, the Character chooses which attribute to use in the combat, as normal. Note that this gives a slight advantage to some Characters.

Evasion

Evasion is a Special Ability. When a Character Evades a card, space or Character, no encounter takes place and their turn continues as normal.

Evasion is optional unless a Character is instructed that they *must* evade.

It is possible to encounter several cards at once and evade some or all of them. When Enemies combine in Combat, they must each be treated separately for evasion purposes.

NB: Powers and (the effects of) Enduring Events cannot be evaded (eg the Wayfarer's ability to evade Adventures does not apply to Powers and Enduring Events).

Events (including Enduring Events)

Events that are not Enduring are discarded as soon as they take effect. These Events usually affect multiple Characters, cards or areas of the board. If no area of effect is indicated (eg Reivers and Rustlers), only the Character drawing that Event is affected.

Enduring Events

When an Enduring Event card is drawn it is placed *at the side of the board* for everyone to see. Its effects stay in force until it is removed. Enduring Events can be removed in the following ways:

- By spending 1 Wish *at the start of your turn*
- When another Enduring Event card is drawn - it replaces any Enduring Event already in effect
- By a specific special ability (eg a Magic Object or Spell)

Events and other effects that destroy cards *on the board* do not affect Enduring Events unless specifically stated.

NB: Drawing an Enduring Event card is an Encounter but its ongoing effects are not.

NB: Enduring Events and their ongoing effects cannot be evaded (see Evasion). They can still be discarded when drawn, if instructed or using certain Special Abilities (eg Prophetess).

NB: There can never be more than one Enduring Event in effect at the same time.

Fate (white/black tokens)

Your Character card gives your Fate (Start) Value. Place this number of white/black tokens by your card at the start of the game.

You can *restore* Fate up to your Start Value. If you are instructed to restore Fate and you are already at your Start Value or higher, nothing happens.

You can *gain* Fate beyond your Start Value; there is no upper limit.

It is possible to have zero Fate. Your Fate cannot go below zero.

If your Fate Value increases (such as through a Magic Object or Follower), you automatically gain the extra Fate token(s) as indicated by the increase.

Using Fate

Whenever you roll a die or dice, you can spend (ie discard) 1 Fate to reroll **one die only**. You may only spend 1 Fate per roll (ie only one reroll is possible). If you choose to spend Fate to make a reroll, **you must accept the reroll result**. You can spend any number of Fate during your turn or another Character's turn, but only 1 Fate per roll (regardless of whether that roll involves 1 die or 2 or more dice).

Exceptions: Some cards and Special Abilities allow Fate to be used in other ways to manipulate die rolls or to *evade*. See section on **Evasion** and individual cards and Characters for details (eg Wayfarer).

Followers (including Bodyguards, Passengers and Vessels)

Unclaimed Follower cards remain on the board unless otherwise stated.

Your Character card gives your Follower Limit. This is the maximum number of Followers you may have, not including Personal **Treasures**.

If your Follower Limit increases (such as through a Magic Object or Follower), you do not automatically gain an extra Follower, though you may acquire one subsequently.

Bodyguards

Bodyguard is a subtype of Follower with a Strength or Craft Value (or both).

A Bodyguard can be used as follows:

- To fight in Strength Combat against an Enemy or Character (if it has a Strength Value)
- To fight in Craft Combat against an Enemy or Character (if it has a Craft Value); this applies even if the Bodyguard's owner cannot normally initiate Craft Combat against other Characters
- A Bodyguard can be targeted instead of a Character, by any Spell that would increase or decrease its Craft or Strength, whether temporarily or permanently
- To use any Potion or Object owned by that Character that would increase or decrease its Craft or Strength, whether temporarily or permanently

If a Bodyguard wins in combat all the usual Victory conditions apply as if the Character had won. If a Bodyguard loses a combat it is killed (discarded). Any

other Defeat conditions (except for loss of Life) are applied to the Character. Any additional Strength or Craft tokens on the Bodyguard are discarded. Any Objects carried by the Bodyguard are ditched and may be claimed by the victor.

NB: Bodyguards do not benefit from their Character's other Followers (unless that Follower specifically says it can apply to another Follower).

NB: Bodyguards can fight the Sentinels, or Enemies encountered on Event, Stranger or Place cards. Bodyguards cannot fight Enemies on Destiny cards instead of a Character, though they may support the Character according to the Follower's specific abilities.

Passengers

Passenger is a subtype of Follower card. A Passenger does not count towards a Character's Follower Limit (cf Trinkets).

Vessels

Vessel is a subtype of Follower (and Object) card. When a Vessel is taken by a Character, the relevant tokens or cards are placed on the Vessel. These tokens and cards can be used as required (eg the Goose has 3 Gold tokens that can be spent at any time as required). The tokens and cards on Vessels cannot be restored.

If a Curse card is drawn when placing cards on a Vessel, discard the Curse but do not replace it. That Vessel will carry fewer than normal cards.

NB: Potions or Spells carried by Vessels do not count towards a Character's Potion or Spell Limits. The restriction on how many Potions or Spells can be used in a turn still applies however.

Option: If a Character has at least one Follower of a specific Character Race, they may encounter a card or space as if that was the Character's Race.

Gold (yellow or gold tokens)

Your Character card gives your Gold (Start) Value. Place this number of gold or yellow tokens (coins) by your card at the start of the game.

You can *restore* Gold up to your Start Value. If you are instructed to restore Gold and you are already at your Start Value or higher, nothing happens.

You can *gain* Gold beyond your Start Value; there is no upper limit.

It is possible to have zero Gold. Your Gold cannot go below zero.

If your Gold Value increases (such as through a Magic Object or Follower), you automatically gain the extra Gold token(s) as indicated by the increase.

Home and Home Advantage

Home is a Character's starting space as indicated on their Character card. Most Homes are also Towns, though not all (eg Chapel and Graveyard).

On the first turn of the game only, a Character may choose not to move away from their Home space, but encounter that space instead. If they do, they cannot encounter another Character in that space.

All Characters have **Home Advantage**. Whenever a Character makes a roll of any kind (movement, combat, prayer, Town Card etc) in their Home space, they may add 1 or subtract 1 to modify the result. The bonus applies only once, regardless of how many dice are being rolled. The bonus is also in addition to any other effects.

When a Character is instructed by a card or space to go Home, they immediately return to their Home space. If it is their turn they encounter their Home space (see **Movement – Forced Movement**).

See **Restrictions**.

Killed Enemies and Followers (see Trophies, Discarding)

Lives (green tokens)

Your Character card gives your Life (Start) Value. Place this number of green tokens by your card at the start of the game.

You can *restore* Lives up to your Start Value. If you are instructed to restore Lives and you are already at your Start Value or higher, nothing happens.

You can *gain* Lives beyond your Start Value; there is no upper limit.

If your Life Value increases (such as through a Magic Object or Follower), you automatically gain the extra Life token(s) as indicated by the increase.

If you lose all your Lives your Character is killed (see **Death**). *Exception:* The Rebirth Potion can prevent this.

Your Lives cannot go below zero.

Losing a Card or Token (see Discarding)

Movement (see also Board Spaces and Moves)

Forced Movement

If a Character is instructed to move by a card or space (eg the Patrol Event, Archive Place), they do so immediately. If it is that Character's turn, they encounter the new space as normal. If it is not the Character's turn, they move but do not encounter the new space.

Moves (pink tokens)

Move tokens can be gained or lost during the game just as with other types of token. *At the start of their turn* a Character may spend 1 Move token to move directly to any space in the same Region (except the Inner Region). This is instead of making a normal movement roll.

Option: A Character may discard 1 Move token at the start of their turn to go Home from anywhere else on the board.

Move tokens work differently in some of the Outermost Regions; details will be given as each expansion set is released.

NB: Effects that give bonuses or penalties to movement rolls have no effect on the use of Move tokens.

Objects (including Armour, Commodities, Magic Objects, Trinkets and Weapons)

Unclaimed Object cards remain on the board unless otherwise stated.

Your Character card gives your Object Limit. This is the maximum number of Objects you may have, not including Personal **Treasures**.

If your Object Limit increases (such as through a Magic Object or Follower), you do not automatically gain an extra Object, though you may acquire one subsequently.

Armour

Characters (or Bodyguards) may not use more than 1 Armour card at a time (unless a Special Ability or card specifically allows this). The active Armour card must be chosen before Combat or any other action where Armour is relevant.

Note that some Objects that affect Combat are not Armour or Weapons.

Commodities

This is a new subtype of Object. Commodities are explained in the guidelines for the Outermost Regions (expansion sets).

Trinkets

Trinket is a subtype of Object card. A Trinket does not count towards a Character's Object Limit (cf Passengers).

Flavour Note: Some small Magic Objects are not considered Trinkets (eg Talismans). This is because Object Limits are not just a reflection of size and bulk, but also of magical radiance – too many Magic Objects plus Potions and Spells causes interference with their function.

Vessels

Vessel is a subtype of Object (and Follower) card. When a Vessel is taken by a Character, the relevant tokens or cards are placed on the Vessel. These tokens and cards can be used as required (eg the Goose has 3 Gold tokens that can be spent at any time as required). The tokens and cards on Vessels cannot be restored. As soon as all their tokens or cards are used, the Vessel is discarded.

If a Curse card is drawn when placing cards on a Vessel, discard the Curse but do not replace it. That Vessel will carry fewer than normal cards.

NB: Potions or Spells carried by Vessels do not count towards a Character's Potion or Spell Limits. The limit on how many Potions or Spells can be used in a turn still applies however.

Weapons

Characters (or Bodyguards) may not use more than 1 Weapon card at a time (unless a Special Ability or card specifically allows this). The active Weapon card must be chosen before Combat or any other action where Weapons are relevant.

Note that some Objects that affect Combat are not Weapons or Armour.

NB: Talismans count as Objects, Magic Objects and Treasures.

Outposts (see Board Spaces – Middle Region)

Passengers (see Followers)

Personal Treasures (see Treasures)

Potions and Potion Limits

Each Character has a Potion Limit indicated on their card. This represents:

- The number of Potions that the Character draws at the start of the game. (It is recommended that Cursed Potions are removed from the deck, then shuffled back into the deck once all Characters have drawn their Potions.)
- The maximum number of Potions a Character may have. Some Followers and Objects may increase the Potion Limit (eg Minion) or grant additional Potions regardless of Potion Limit (eg Herbalist).
- The maximum number of Potions a Character can use in their own turn. (Characters may not use more than one Potion during another Character's turn).

Characters can rarely *gain* Potions, only *restore* them. Characters cannot restore Potions if they have their full Limit already.

If your Potion Limit increases (such as through a Magic Object or Follower), you automatically gain the extra Potion(s) as indicated by the increase.

Unwanted Potions cannot be discarded unless a card or space specifically allows this, but they can be ditched at any time (except **Curses**).

NB: Potions are not Objects.

Ranged Potions can only be cast if there is a legitimate target (see also **Ranged Attacks**). Potions can be used at any time or as specified on the card.

Potions cannot be used to prevent a Spell effect, though a Potion might be used to reverse or modify a Spell effect afterwards.

Ranged Potions count as Encounters and can be evaded.

NB: Characters on the Sanctuary space cannot be targeted or affected by any Ranged Potion that may hinder or harm them or their cards.

Places

Places stay on the board when drawn, unless otherwise stated. The instructions on Place cards are compulsory, unless otherwise stated, or in the case of Sources.

Source is a subtype of Place card. Tokens or cards of the specified type(s) are put on the Source card when it is drawn. A Character who draws a Place card may take one token or card from that Source (unless they are unable to complete their turn or are forced to move from that space before they can encounter the Source). (These are the classic 'Magic Stream' type cards.)

Cards placed on Sources do not count towards the number of cards in that space. They are kept face down and may only be looked at by Characters encountering the Place.

Powers

Power is a new card type representing the personified forces previously included as Events. Like Events, Powers never stay on the board – they are discarded as soon as they take effect.

Powers have an Encounter Number 0 so they always come before all other encounter cards.

NB: Powers cannot be evaded (see Evasion). They can still be discarded when drawn, using certain Special Abilities (eg Prophetess).

Purchases

Each Town and Outpost has its own selection of Objects, Followers, Potions and Spells for Purchase. Items can only be bought (or stolen) from the space indicated on the card.

Note that some Purchases are restricted (eg the Mercenary can only be bought by an Evil or Neutral Character).

NB: Some cards refer to drawing from the Purchase Deck. In this case, any suitable item may be selected, regardless of Town or Outpost.

Race

There are 8 Character Races and 8 other Races of creature in the game. Race is referred to on various cards, including Special Abilities. Followers, Strangers and Enemies have a Race.

Some Followers and Objects can only be used by Characters of the indicated Race(s). See **Restrictions**.

Some board spaces in the Outermost Regions have specific effects according to a Character's Race (**see Outposts**).

Character Races (also Followers, Strangers and Enemies)

- Beastfolk
- Dwarf
- Elf
- Fae
- Halfling
- Human
- Orc
- Undead

Other Races (Followers, Strangers and Enemies only)

- Animal
- Construct
- Demon
- Dragon
- Elemental
- Giant

- Goblin
- Monster

Note that Powers are not considered to have a Race, even though some are depicted as humans, elves, dragons, animals etc. These beings transcend such matters.

Ranged Attacks

Certain Character Abilities, Objects, Followers, Potions and Spells can affect Characters not in the same space as your Character. A Character may opt to carry out a ranged attack after they have moved; this counts as their encounter for that turn (instead of encountering the space they have moved to, the cards or Characters in that space).

To make a Ranged Attack, first choose an appropriate target, as stated on the card. The target must be within range (the number of spaces given) and within the same Region. For example, the Archer Follower has Range 5 so she can hit any Enemy or Stranger up to 5 spaces away from the attacking Character's space.

Then roll 1 die and add your Strength Value (Followers, Objects) or Craft Value (Potions and Spells).

If the result is 7 or more, the attack is successful. If the result is 6 or less, there is no result.

A successful attack with a Weapon or Follower against another Character causes them to lose 1 Life. This may be prevented if they discard a card or token instead.

A successful attack against a Strength Enemy, unclaimed Follower, or Stranger kills them. Enemies killed this way cannot be kept as Trophies.

Potions and Spells used in Ranged Attacks are lost, whether the attack was successful or not. The effects of Potion and Spell attacks are described on the cards.

NB: Ranged Attacks cannot be used against Characters or cards in the same space as the attacker.

NB: Ranged Attacks cannot be used on targets in the Valley of Fire nor used against the Sentinels.

Resources (definition)

Resources are any tokens or cards owned by a Character. Cards include Followers, Objects, Potions, Spells, Talismans, Treasures and Trophies.

Restrictions

Many cards refer to a Character's Alignment, Class, Home or Race. These cards affect Characters differently according to such attributes.

In particular, Objects and Followers often have restrictions as to which Characters may take and use them.

Restrictions are usually indicated in italic type. For example the Pixie Follower says *Mystic/Rogue*. This means that any Mystic or Rogue Character may take and use the Pixie. Warriors are out of luck. The Princess Follower says *Good/Rogue*. This means that any Good Character or Rogue (including Neutral and Evil Rogues) may have the Princess as their Follower.

Powers, Events, Strangers, Places etc often specify particular effects based on these and other Character attributes. For example, the Hovel (a Place card in the Town deck) has one effect for *Beastfolk/Elf/Fae/Undead* Characters and a different effect for all *Others* (ie Dwarf, Halfling, Human and Orc Characters).

NB: Some cards and Special Abilities (eg Sorceress), allow some or all Restrictions to be ignored.

In the expansion sets more varied Restrictions will appear, such as specifying that a Character must have a Start Value of a certain number or above.

Option: If a Character has at least one Follower of a specific Character Race, they may encounter a card or space as if that was the Character's Race.

Retreat (see Board Spaces – Inner Region)

Runelands

Some Board Spaces are considered Runelands, as indicated by the runic letter R on each space. Runelands have various effects:

- Enemies add 2 to their Combat rolls
- Strangers add 2 to their Test rolls

- Unique effects as described on various cards such as Events, Followers and Objects
- Triggering certain Special Abilities as described on Character cards

Sources (see Places)

Special Abilities

Special Abilities are any abilities granted to a Character on their Character card, or by Followers, Objects, Spells and Potions.

NB: Special Abilities are always optional, unless specifically stated otherwise (eg Curses, or use of words such as 'must' and 'cannot').

Spells and Spell Limits

Each Character has a Spell Limit indicated on their card. This represents:

- The number of Spells that the Character draws at the start of the game. (It is recommended that Cursed Spells are removed from the deck, then shuffled back into the deck once all Characters have drawn their Spells.)
- The maximum number of Spells a Character may have. Some Followers and Objects may increase the Spell Limit (eg the Wizard's Book Treasure) or grant additional Spells regardless of Spell Limit (eg Magus Follower).
- The maximum number of Spells a Character can cast in their own turn. (Characters may not cast more than one Spell during another Character's turn).

Characters can never *gain* Spells (except as stated on certain cards), only *restore* them. Characters cannot restore Spells if they have their full Limit already.

If your Spell Limit increases (such as through a Magic Object or Follower), you automatically gain the extra Spell(s) as indicated by the increase.

Unwanted Spells cannot be discarded unless a card or space specifically allows this.

NB: A Spell can be ditched (eg at the Tower Place card), but it goes straight to the discard pile.

Spells can only be cast if there is a legitimate target. Spells are cast at any time, unless specified on the card. **Spells with an asterisk (*) at the start of their text can only be cast at the start of the casting Character's turn.**

Only Spells that specifically say so in their text can be cast in response to another Spell (eg Deflection, Counterspell).

Spells count as Encounters and can be evaded.

NB: Characters on the Sanctuary space cannot be targeted or affected by any Spell that may hinder or harm them or their cards.

See also **Ranged Attacks**. See also **Curses**, for restrictions on ditching and discarding cursed Spells.

Strangers and Stranger Tests

Strangers stay on the board when drawn, unless otherwise stated.

Stranger Tests – Some Strangers have Test Values listed on them (eg the Highwayman has Gold 4; the Warlock has Spells 4). A Character encountering such a Stranger must roll 1 die (similarly to Combat) and add their equivalent *Start Value or Limit*. The Stranger also rolls 1 die and adds the result to their Test Value. Victory and Defeat conditions will apply as listed on the card. A stand-off has no effect. If the Stranger is defeated it is discarded; it cannot be taken as a Trophy.

NB: Tests are not Combat, so effects that give bonuses or penalties to combat rolls have no effect.

Strength (red tokens)

Your Character card gives your Strength (Start) Value, representing physical might and resilience, and also skill in battle. Place this number of red tokens by your card at the start of the game. Your Current Strength is equal to your Strength Start Value plus any Strength tokens you have gained, plus any Strength bonuses from Followers, Objects, Potions, Spells, Events etc in effect.

NB: Some Strength bonuses apply only in Combat (eg Sword, Prince, Paladin's Special Ability, War).

You can *gain* Strength beyond your Start Value; there is no upper limit.

If your Strength Value increases (such as through a Magic Object or Follower), you automatically gain the extra Strength token(s) as indicated by the increase.

Some **Curses** can cause your Strength Start Value to fall below its original level. However, your Strength Start Value and Current Strength **can never go below one**. Ignore any instruction that would make this happen.

NB: If you are instructed to lose or ditch any Strength tokens, this does not apply to your Start tokens; you cannot discard your Start tokens at the Citadel. (Example - the Brawler card applies only to tokens you have gained since the start of the game).

Talismans

Talismans are considered to be **Objects, Magic Objects** and **Treasures**. A Character can never enter the Valley of Fire without a Talisman, regardless of how they get there.

A Character can carry as many Talismans as their Object Limit allows. Their special bonuses (eg increase to Craft Value) are cumulative.

Talismans are not Trinkets (see **Objects – Trinkets** for the reason).

NB: Characters who attempt to enter the Valley of Fire without a Talisman must go Home immediately.

Tokens

The term 'token' refers to the following types:

- Strength (red)
- Craft (blue)
- Life (green)
- Fate (black/white)
- Gold (gold or yellow)

- Move (pink)
- Wish (purple)

Towns (see Home)

Treasures

Treasures are cards that can be acquired by Characters during the game through various means:

- By discarding 2 Wish tokens *at the start of your turn*
- By defeating certain Enemies, including the **Sentinels**
- By various other Adventures
- By stealing them from other Characters

Treasures may be Followers, Objects, Potions or Spells. When a Treasure is acquired, the Character chooses from those available (they are not drawn at random).

Personal Treasures

Each Character has 2 Personal Treasures. These must be acquired in numerical order as indicated on the cards. A Character must have their first Personal Treasure in their possession when they acquire their second Personal Treasure. No other Character may steal, carry or control these Personal Treasures (even with the Sorceress's special ability for example). Personal Treasures do not count towards Limits (all other Treasures do however).

Ditched Personal Treasures cannot be retrieved by any Character other than the one named on those cards.

The number of Treasures accumulated can have a beneficial effect on certain Destinies or when exploring the Outermost Regions.

NB: All Talismans are considered to be Treasures; any instruction relating to Treasures includes Talismans.

Trinkets (see Objects)

Trophies

Five points of Strength Enemies are needed to trade in for 1 Strength token.

Five points of Craft Enemies are needed to trade in for 1 Craft token.

Enemies with both a Strength and a Craft Value can be traded in for either, regardless of which value was used in combat.

Ditched Trophies are placed face down – they do not become active Enemies.

NB: Trophies can only be traded in *at the start of your turn*.

NB: Strangers defeated in Tests cannot be taken as Trophies, they are simply discarded.

Vessels (see Followers)

Victory (see Combat)

Wishes (purple tokens)

Wishes are tokens gained by various means:

- A result of 6 or more when praying at the Chapel, Graveyard or Temple
- Discarding a card or token at the Citadel
- Certain Adventures
- Casting a Wish Spell or similar
- Fulfilling certain Destinies (the Wish is gained at the start of your next game)

A Wish token can be discarded *at the start of your turn* to:

- Gain 1 Strength
- Gain 1 Craft
- Gain 1 Fate
- Gain 1 Gold
- Gain 1 Life
- Gain 1 Move
- Restore 1 Potion
- Restore 1 Spell
- Go Home
- Discard a Curse
- Return from Toad to original Character
- Return to original Alignment
- Remove an Enduring Event from play
- Gain 1 Treasure (2 Wishes required)

Wishes can also be used to improve your chances of fulfilling a Destiny (details given on each card).

Certain Adventures can also cause you to lose Wishes. You cannot spend a Wish to avoid losing it in this way.

NB: You can only discard 1 Wish per turn, before you do anything else in your turn. Exception: You can discard 2 Wishes at the start of your turn to gain 1 Treasure.

NB: You cannot discard a Wish token at the Citadel.

NB: If a Character discards a Wish token at the start of their turn to gain a Move token, they can use that Move token immediately if desired.

Option 1: A Character who is instructed to miss a turn may discard a Wish at the start of what would have been their next turn and then take that turn as normal

Option 2: Players may agree before starting any other use of Wishes within the spirit of the game.

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