

Board Rules Card

Outer Region

Dr. Jekyll's Clinic - You may do 1 of the following:

1. If you have no gold Dr. Jekyll will heal 1 life for free.
2. If you have gold Dr. Jekyll will heal 1 life per gold up to your starting quota.
3. Roll 1 die with the following results:
 - 1: Stop to help the good Dr.; Lose 1 turn and heal 1 life.
 - 2 - 4: Nothing
 - 5: Dr. Jekyll is impressed with you; gain 1 Science Card
 - 6: Find a secret passage to Mr. Hyde's Pub; you may move there as your next move.

Dead Tree - Roll 1 die with the following results:

- 1: Fight a Ghost of Craft 5
- 2 - 3: Held by unknown forces; lose one turn.
- 4 - 5: Safe
- 6: Break free of unknown force; gain 1 Strength.

Burg - You may do 1 of the following:

1. Purchase the following:
 - a. Wooden Stake, Torch 1G
 - b. Lantern, Pistol 2G
2. See the Burgomaster - Roll 1 Die with the following results :
 - 1: Jailed. Pay 2G bail, otherwise you miss two turns.
 - 2 - 4: Nothing
 - 5: Granted a reward; gain 2G
 - 6: Appointed Deputy Burgomaster; take the Master Character Card

Train Station - Ride the train as your next move:

- Pay 1G to ride to any space up to 6 spaces away.
Pay 2G to ride to any space up to 12 spaces away.

Asylum - You may do one of the following:

1. See the Doctors to heal 1 life per gold.
2. See the Administrator - Roll 1 Die with the following results :
 - 1: Attacked by an Inmate with Strength 4
 - 2 - 3: Mistaken for an inmate; lose 1 turn
 - 4 - 5: The Administrator is busy; nothing.

- 6: The Administrator like you; gain 1 Science Card

Bog - Roll 1 die with the following results:

- 1: Fight a Bog Creature of Strength 5
- 2 - 3: Get stuck in the muck; lose 1 turn.
- 4 - 5: Safe
- 6: Find a safe path; gain 1 Craft.

Travelers Inn - You may do one of the following:

1. Eat: Pay 1G to heal 1 life (only once per visit).
2. Sleep: Miss 1 turn and pay 1G to heal up to your starting quota.

Portal - A massive stone doorway blocks the entrance to the Middle Region. You must do one of the following:

1. You can try to force the door open:
 - Add 1 die roll to your Strength, if your total is 10 or more you succeed.
2. You can try to figure out how to unlock the door:
 - Add 1 die roll to your Craft, if your total is 9 or more you succeed.
3. Draw 1 Card (Only if there are no other cards already in this space.)

Road to Outer Region - You may do one of the following:

1. Move to a Plains space in the Outer Region of the main Talisman Board.
2. Draw 1 Card (Only if there are no other cards already in this space.)

Middle Region

Mr. Hyde's Pub - You must do one of the following:

1. Roll 1 Die:
 - 1: Thrown out by Mr. Hyde; lose 1 life and 1 turn
 - 2 - 3: Have a drink; lose 1 gold
 - 4 - 5: Win a bet; gain 1 gold
 - 6: Double or nothing; gain 2 gold
2. Buy a Mystic Brew 2G

Gypsy Camp - You may do one of the following:

1. Purchase the following:
 - Garlic, Torch, Wooden Stake (1G each)

2. Heal 1 life per gold, max. 2 per turn.
3. See the Fortuneteller. Roll 1 Die with the following results:
 - 1: Cursed; take a Curse Card
 - 2 - 3: Nothing
 - 4 - 5: Gain 1 Spell
 - 6: Be revealed as the Gypsy Champion, take the Master Character Card

Mausoleum - You must do one of the following:

1. Attempt to reach the inner region using your Strength
 - Add your Strength to 2 die rolls; you succeed if your total is more than 14.
2. Attempt to reach the inner region using your Craft:
 - Add your Craft to 2 die rolls; you succeed if your total is more than 12.
3. Draw 1 Card (Only if there are no other cards already in this space) - Enemies are + 2

Abbey

1. If you are Good you may do one of the following:
 - a. Pray. Roll 1 Die with the following results :
 - 1 - 3: Ignored, 4 - 5: Heal 1 Life, 6: Gain 1 Craft.
 - b. Heal for free up to your starting quota.
 - c. Purchase one of the following per visit:
 - Holy Water, Cross (1 Gold each), Blessing (2 Gold)
2. If you are Neutral you may do one of the following:
 - a. Heal by donating 1G per healed life up to your starting quota.
 - b. Purchase one of the following per visit:
 - Holy Water, Cross (1 Gold each)
3. If you are Evil, lose 1 life.

Mystic Spring - Roll 2 dice with the following results:

- 2: Freezing - Lose 2 lives
- 3: Bone Chilling - Lose 1 Strength
- 4 - 5: Cold - Lose 1 life
- 6 - 8: Nothing
- 9 - 10: Cool and Refreshing - Heal 1 life
- 11: Invigorating - Gain 1 Strength
- 12: Life Changing - Heal 1 life and gain 1 Craft

Opera House - Roll 1 die with the following results:

- 1: Attacked by the Phantom whose Craft is 7
- 2 - 3: Pay 1 Gold to see the show.
- 4 - 5: Nothing
- 6: Moving experience; take another turn

Inner Region

Mummy's Tomb - Roll 1 Die

- 1: Fight the Mummy (Strength 12). If you win, advance next turn. If you lose, lose 1 life and roll again next turn. If you tie, fight the Mummy again next turn.
- 2 - 3: Lose your way; roll again next turn.
- 4 - 5: Fight a Cultist (Craft 9). If you win, advance next turn. If you lose, lose 1 life and roll again next turn. If you tie, fight the Cultist again next turn.
- 6: Get through unharmed, advance next turn.

Dr. Frankenstein's Lab - Roll 1 Die

- 1: Fight the Doctor (Craft 11). If you win, advance next turn. If you lose, lose 1 life and roll again next turn. If you tie, fight the Doctor again next turn.
- 2 - 3: Stunned by an electrical charge; roll again next turn
- 4 - 5: Fight Igor (Strength 10). If you win, advance next turn. If you lose, lose 1 life and roll again next turn. If you tie, fight Igor again next turn.
- 6: Get through unharmed, advance next turn.

Werewolf's Den - Roll 1 Die

- 1: Fight the Werewolf (Strength 14). If you win, advance next turn. If you lose, lose 1 life and roll again next turn. If you tie, fight the Werewolf again next turn.
- 2 - 3: Entranced by the Werewolf's stare; roll again next turn.
- 4 - 5: Fight a Wolf Spirit (Craft 10). If you win, advance next turn. If you lose, lose 1 life and roll again next turn. If you tie, fight the Wolf Spirit again next turn.
- 6: Get through unharmed, advance next turn.

Count Dracula's Castle: Fight to the death against Count Dracula, you may choose to fight him in Psychic combat if you have that ability. The Count's Strength is 15, and his Craft is 13. The Count has 4 lives. You must fight him once per turn until one of you has lost all of their lives. If more than 1 character is in the castle, the Count will use his mind powers to make them fight each other until only one remains. He will then fight the remaining character. If combat is interrupted by another character, or if a character retreats, the Count regenerates all of his lives. If you defeat the Count you become the Count Master Character, take the Count Master Character Card, and move to the 'Road to the Outer Region' space as your next turn.