



THE LADY

THE LADY WAITS

The Lady begins the game at the side of the board next to the Lady's Favour deck and comes into play as soon as a character has completed a Warlock Quest.

GRACE AND FAVOUR

Once a character completes a quest, the Lady moves to his space and the character must then decide whether to encounter her, and draw a card from the Lady's Favour deck, or teleport to the Warlock's Cave for his normal reward.

If the character has previously completed a quest, he may take a second card from the Favour deck and choose which card to gain.

He may also discard a fate token in order to take an additional card to choose from, but may only do this once per encounter.

Any cards that are not chosen are then returned to the Favour deck which is then shuffled for the next encounter.

CHANCE ENCOUNTER

Should a character land on the same space as the Lady during a normal turn, he may encounter her, but instead of drawing a Favour card he must either choose to undertake a quest as if he were at the Warlock's Cave (if he does not already have an uncompleted quest), or replenish 1 fate or heal 1 life.

WANDERING MINDS

If a player forgets to move the Lady and the next player has already started his turn, there is no opportunity to backtrack. The Lady has been waiting patiently for many years, and will continue to do so.

MINIATURE

If you feel that you would like to use a miniature to represent the Lady, you can either use a piece from your own collection, or use one of the character figures from your copy of Talisman that is not in use, such as the Prophetess, or the Conjurer.





DEVOTEE

Take any one Follower left on any space. If none is available, you may take one from any discard pile.

Mark this Follower (or another you already have) using a fate token. The marked Follower cannot be taken from you in any way by another Character.

If you lose the Follower, discard its fate token.

BEQUEST

Take any one Object (or Magic Object) left on any space. If none is available, you may take one from any discard pile.

Mark this Object using a fate token. The marked Object cannot be taken from you in any way by another Character.

If you lose the Object, discard its fate token.

CHOSEN

Gain a Talisman.

If a Talisman card is not available, you may take one left on any space or from any discard pile.

UNCANNY

You may choose to change your Alignment. Take an appropriate Alignment card if this change differs from what is on your Character card.

You then teleport to either the Chapel, Graveyard or Temple. Encounter that space if you wish and your turn then ends.

OUT OF FAVOUR

The Lady is displeased. She offers no reward for your latest quest, though you may plead with her by rolling a die:

- 1) Become a slimy little Toad for 3 turns
- 2-3) Ignored
- 4-5) You have spirit. Roll again, and add 1 to the result
- 6) Draw another Favour

TASKED

The Lady is uncertain. You must either repeat your quest to gain her favour, or discard your current quest and draw another to complete.

Once encountered, return this card to the deck and then shuffle the cards.

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LADY'S WAY

Keep this card.

Once during your movement using only one die, you may cross the Storm River (using one point of movement) and complete your move as normal.

ASPERSED

Keep this card.

After you have crossed Storm River by any means, you may either replenish 1 fate or heal 1 life.

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HOME COMFORTS

Keep this card.

Whenever your move would take you through your starting space, you may end your movement there and replenish 1 fate or heal 1 life.

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Whenever your move would take you through your starting space, you may end your movement there and replenish 1 fate or heal 1 life.

CHARMED LIFE

Keep this card.

If you are about to lose your last life, or have an encounter that results in you being killed, you may discard this card and continue with 1 life remaining.

ONE WISH

The Lady grants you one of the following wishes of your choice: Gain one Spell, gold, Strength, Craft, life, or fate; or teleport to any other space in this Region.

TWO WISHES

The Lady kindly grants you two of the following wishes of your choice: Gain one Spell, gold, Strength, Craft, life, or fate; or teleport to any other space in this Region.

THREE WISHES

The Lady generously grants you three of the following wishes of your choice: Gain one Spell, gold, Strength, Craft, life, or fate; or teleport to any other space in this Region.

