

THE

TALISMANORAK

Edition No2 December 22nd 2023 by Katie B.

Special Christmas edition includes a free gift for all readers as well as puzzles, conundrums and activities to keep you occupied over the festive period.

Free Gift - Paint your Talisman Highlander miniature just like the experts.

(Note - if your free tin of tartan paint is not attached to the front cover of your copy of the Talismanorak please speak to your local newsagent)

Box serial numbers

Well after the last bodice busting article about the serial numbers found on box lids, we were inundated with a letter from a Mrs Trellis in Staines who said that it was important to have serial number information on boxes as how was she to know whether the box contained Cornflakes or Golden Nuggets. Thank you, Mrs Trellis.

(We question the validity of this letter as we were led to believe there is no such place as Staines. It's just a mark on the map- Ed)

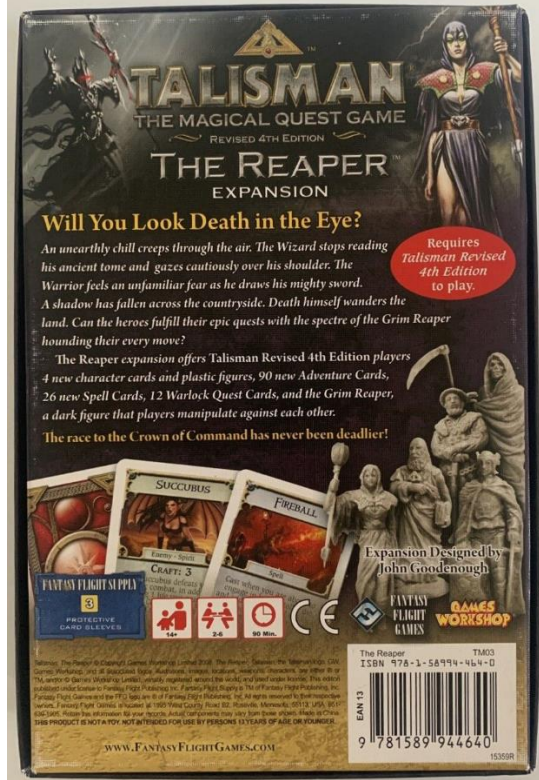
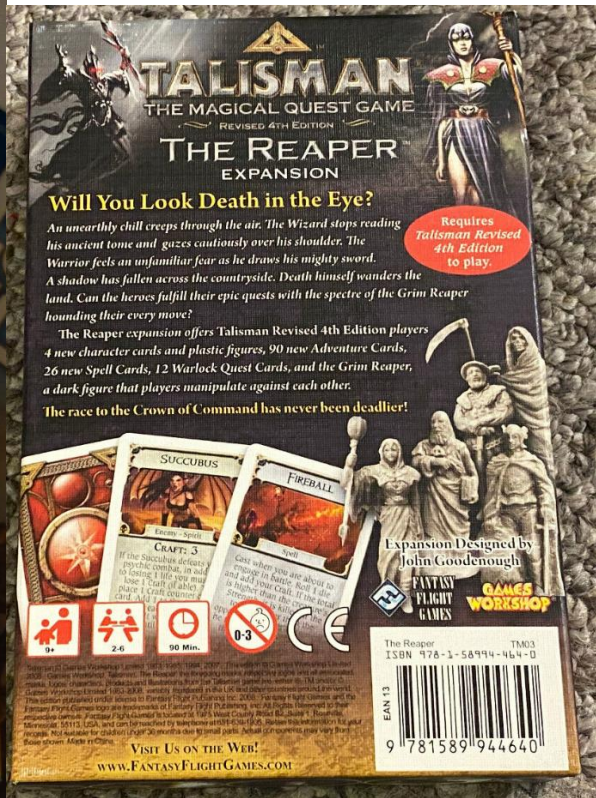
There seems to be very little variety on box numbers when it comes to 1st, 2nd 3rd or 4th edition. Though our regular reader Bluesky mentioned 01026₂ this is the Australian version. Interesting that the Australian number is sequential to the British 01027₄ Expansion number but the English base game version isn't. Weird!

However, the fun really starts (fun? -Ed) when we look at R4th and things just go potty. Our expert on the spot reporter Jon New when digging in the archives found that the cataclysmic change in numbers on the back of the boxes appears to have been around about the time of the Reaper small box expansion. See the different examples below.

One would assume the last of the three is a late example as you are no longer invited to visit FFG at their web site. Something I have only seen on my Harbinger small box at the end of the licence. (Source from FFG website quote – “Beginning February 28th, 2017, Fantasy Flight Games will no longer offer for sale any games in conjunction with Games Workshop, including *Talisman* and all games taking place in the *Warhammer Fantasy* and *Warhammer 40,000* universes.”)

Things seem to settle down after this with sequential numbers.

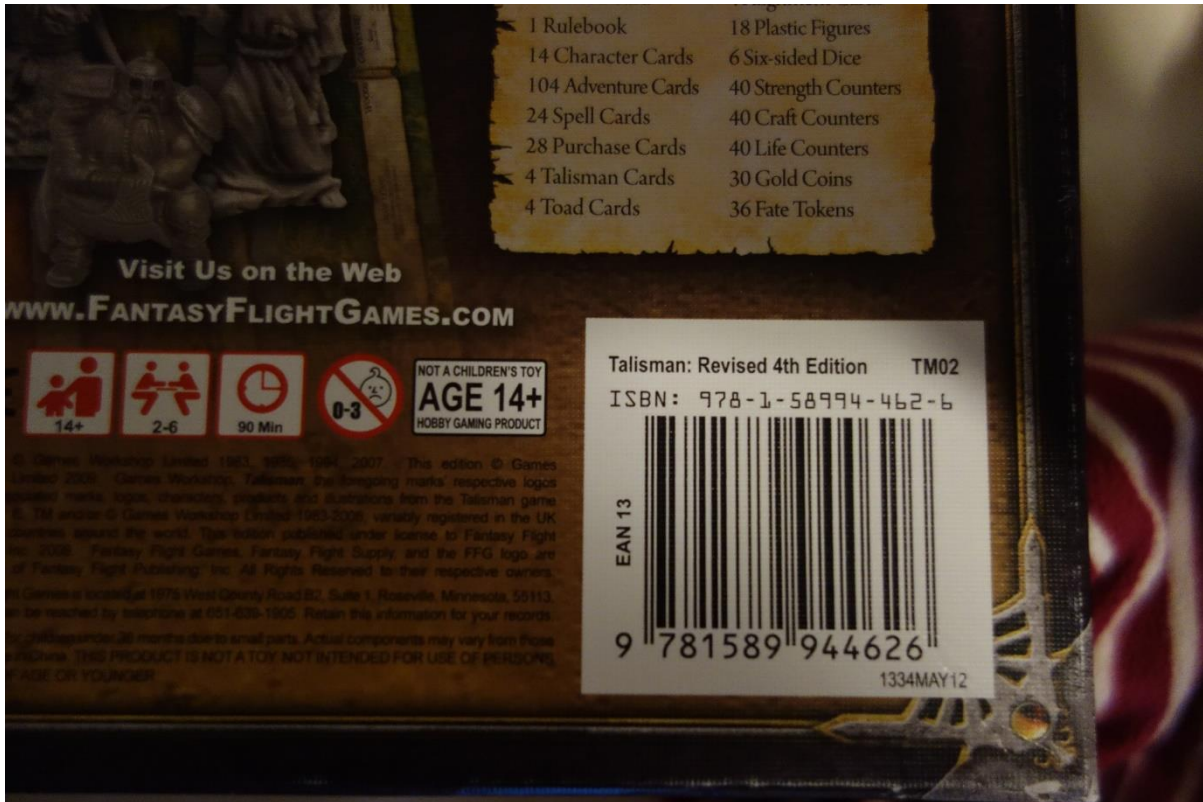
However, the design of the back of the boxes seems to change over time with various new information panels appearing. This is a slight departure from the fascinating subject of box serial numbers and will be looked at in a future edition of the Talismanorak.



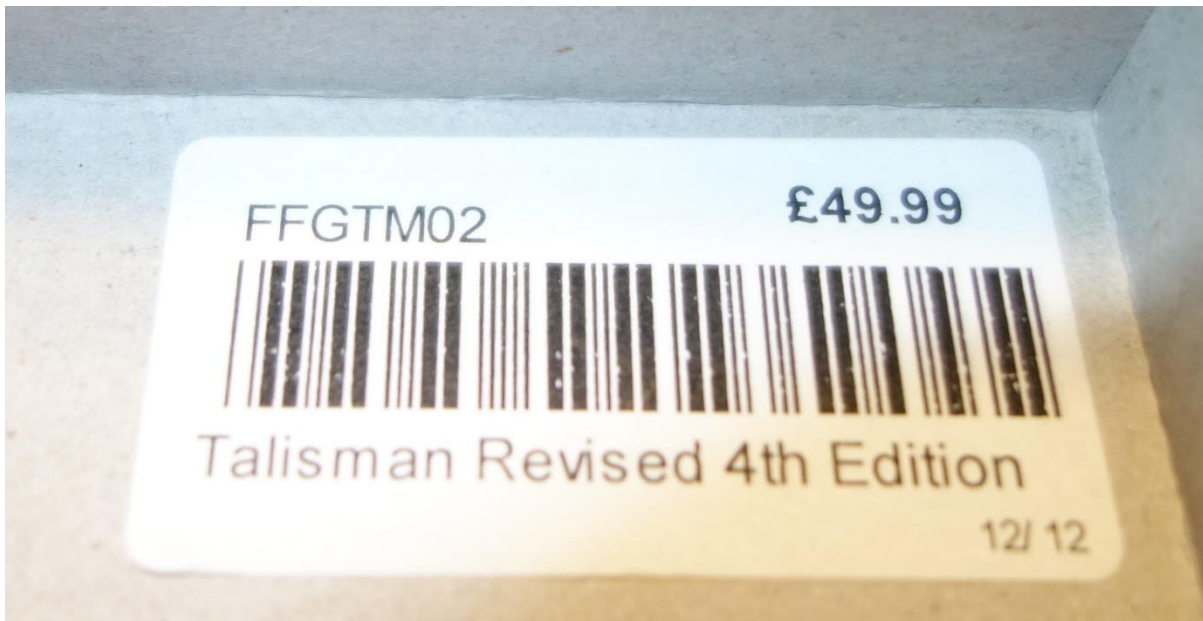


But hang on just when you thought this topic could not become more knicker wettingly exciting we have yet to mention shrink wrap box numbers. "Shrink wrap box number" I hear you cry. Yes, shrink wrap box numbers.

Shown below is the sticky label that was on my base game shrink wrap (I'm sure I'm not the only person to keep such things) and the printed bar code label of the back of the box. This is a whole new can of whupass worms which I won't be able to open until I get my new tin opener for Christmas.



Panel on the back of my base game box



Sticker attached to the shrink wrap. I need a cold shower (You need help – Ed)

1st/2nd Edition News

Instructions, Stands and Dice

Since the last edition I happened to buy a box of Talisman bits and in amongst them was a set of 1st edition rules in a very dark green. When I compared them with my other copies the shade was different. The very pale almost brown version top left is from my early unpunched 1st edition set. I wonder if there are any other colours out there?



Talisman Toads.

For those toad aficionados out there, who lie awake at night wondering which toads came in which blisters here's an un-popped one with the Ranger Toad clearly visible in the TL12 pack











































Talking of miniatures, in the last edition we looked at a mint packaged set of minty mint individual blisters from the 80's. However, if you ordered the full set of figures how would they turn up I hear you ask. Well, these appeared on a well-known auction site this month for an eye watering high price. It all looks right with the original old GW hex bases with the offset slot and random profiled number on the base. Interesting to see the Knight come with a round shield though as the pack has been opened the Talismanorak team cannot verify that this is correct.



Original Card Placements

Have you ever wondered what the cards looked like when, back in the 80's you had torn off the shrink wrap, removed the lid and viewed the magical wonders of the contents of the Talisman world for the first time. Well now you can again. Courtesy of the Talismanorak archives here's how they would have looked.

First up in glorious monochrome Talismanoscope 1st edition

<p>PLACE 6 MAGIC STREAM PLACE 6</p>  <p>Place a total of four Strength here when revealed. You may drink at the Stream once per visit and increase your Strength by taking one Strength from the Stream. When all four have been taken, the Stream vanishes — place it on the discard pile.</p>	<p>PLACE 6 POOL OF LIFE PLACE 6</p>  <p>Place a total of four Lives here when revealed. You may bathe in the Pool once per visit and take one Life from the Pool to add to your own Lives. When all four have been taken, the Pool of Life drains away to the discard pile.</p>	<p>PLACE 6 FOUNTAIN OF WISDOM PLACE 6</p>  <p>Place a total of four Craft here when revealed. You may drink at the Fountain once per visit and take one Craft from the Fountain to add to your own Craft. When all four have been taken, the Fountain of Life vanishes — place it on the discard pile.</p>	<p>PLACE 6 SHRINE PLACE 6</p>  <p>The Shrine will remain here for the rest of the game. You may roll one die to pray with the following results: 1. Ignored 2. Gained 3. Gain 1 Gold 4. Gain 1 Spell 5. Gain 1 Life 6. Teleport to any space in this Region.</p>	<p>PLACE 6 CAVE PLACE 6</p>  <p>The Cave will remain here for the rest of the game. You may roll one die with the following results: 1. Attacked by Dragon (Strength 7) 2. Attacked by Goblin (Strength 2) 3. Lost for 1 Turn 4. Gain 1 Gold 5. Gain 1 Gold 6. Gain 1 Gold</p>	<p>PLACE 6 MARKET PLACE 6</p>  <p>A Market has set up here and will remain for the rest of the game. Objects at hand may be available. Objects at hand are: Sword — 1G, Helmet — 1G Water Bottle — 1G, Shield — 2G Mule — 2G, Rat — 5G</p>	<p>PLACE 6 MAZE PLACE 6</p>  <p>The Maze will remain here for the rest of the game. Whoever you land here, you must miss one Turn if your Craft is less than 5.</p>
<p>PLACE 6 MARSH PLACE 6</p>  <p>The Marsh will remain here for the rest of the game. Whoever you land here, you must miss one Turn if your Strength is less than 5.</p>	<p>PLACE 6 MAGIC PORTAL PLACE 6</p>  <p>The Magic Portal will remain here for the rest of the game. You may pass through if you wish. Roll one die to determine when you are teleported: 1. Crags 2. Village 3. City 4. Warlock's Cave 5. Plains/Fort</p>	<p>EVENT 1 MAGICAL VORTEX EVENT 1</p>  <p>A Magical Vortex whirls through the land. It absorbs all Spells from all players. The Spells and the Magical Vortex must be placed immediately on their appropriate discard piles.</p>	<p>EVENT 1 BOOK OF SPELLS EVENT 1</p>  <p>You have found the fabled Book of Spells. You immediately gain your full complement of Spells according to your current Craft. The Book then vanishes, place this card on the discard pile.</p>	<p>EVENT 1 STORM EVENT 1</p>  <p>A Storm sweeps through this Region (either Outer or Middle). All players in it must miss one Turn. The Storm then abates, place it on the discard pile.</p>	<p>EVENT 1 EVIL DARKNESS EVENT 1</p>  <p>An Evil Darkness from the Nether Worlds sweeps this land. All players except those of Evil Alignment must miss one Turn. The Darkness then vanishes, place this card on the discard pile.</p>	<p>EVENT 1 PESTILENCE EVENT 1</p>  <p>A Pestilence has befell this Region (either Outer or Middle). All players in it must lose 1 Life. The Pestilence then vanishes, place the card on the discard pile.</p>
<p>EVENT 1 POLTERGEIST EVENT 1</p>  <p>A Poltergeist has attached itself to you. You must take it as a Follower. Its only effect is to slow your movement to one space per Turn. You can only rid yourself of it by crossing water, the ether, either by bridge, craft or ferry. You can then discard it.</p>	<p>EVENT 1 ANGEL EVENT 1</p>  <p>You are visited by an Angel of the Gods. If you are of Good Alignment, you gain one Life. If you are Evil, you lose one Life. There is no effect if you are Neutral. The Angel then departs, place it on the discard pile.</p>	<p>EVENT 1 DEVIL EVENT 1</p>  <p>You are visited by a Devil. If you are of Evil Alignment, you gain one Life. If you are Good, you lose one Life. There is no effect if you are Neutral. The Devil then departs, place it on the discard pile.</p>	<p>EVENT 1 CURSED BY HAG EVENT 1</p>  <p>You are Cursed by a Hag, take her as a Follower. Your other Followers, except the Poltergeist, immediately abandon you, discard them. You may have no Followers until you rid yourself of the Hag by visiting the Village Mystic (even if he ignores you). You may then discard her.</p>	<p>EVENT 1 MARKET DAY EVENT 1</p>  <p>It is Market Day. All players may trade Gold, Objects, Spells and Followers except the Hag and Poltergeist in their possession. When everybody has finished trading, the Market closes, place it on the discard pile.</p>	<p>EVENT 1 IMP EVENT 1</p>  <p>You meet a grumpy Imp. Roll one die to determine where he teleports you to: 1. Crags 2. Forest 3. Tavern 4. Ruins 5. Hidden Valley 6. Cursed Glade The Imp then teleports himself off to the discard pile.</p>	<p>EVENT 1 RAIDERS EVENT 1</p>  <p>A band of Raiders attacks you and steals all your Gold and Objects. They immediately slash them at the Oasis (place the cards and tokens there) and retreat to their hide-out. Place the Raiders on the discard pile.</p>
<p>EVENT 1 MEPHISTOPHELES EVENT 1</p>  <p>You have just been encountered by Mephistopheles on a mission to this land. If you are Evil, he increases your Craft one point. If you are Good or Neutral, he converts you to Evil. He then returns to his own dark kingdom, place him on the discard pile.</p>	<p>EVENT 1 BLIZZARD EVENT 1</p>  <p>Winter has come with a vengeance and a blizzard covers the land. For two Rounds, all players, no matter what Region they are in, may only move one space per turn. The Blizzard then abates, place it on the discard pile.</p>	<p>STRANGER 4 STRANGER 4 SORCERER</p>  <p>A Sorcerer has set up shop here and will remain for the rest of the game. He sells Spells at the price of one Gold per Spell, but only to those whose Craft is sufficient to permit them to have Spells. You may only buy one Spell per visit.</p>	<p>STRANGER 4 STRANGER 4 ENCHANTER</p>  <p>An Enchanter seeks an able adventurer. To be the first player landing here with a Craft of four or more he will grant one of the following wishes of their choice and they vanish to the discard pile: Gain one Spell, Gold, Strength, Craft or Life, or Teleport to any space in the Region.</p>	<p>STRANGER 4 STRANGER 4 SIREN</p>  <p>A Siren's song can be heard throughout the land charming all humans. All players, except the Dwarf, Elf, Ghoul and Troll must miss one Turn. The Siren's song then fades, place her on the discard pile.</p>	<p>YOU ARE NOW A SLIMY, LITTLE TOAD For 3 Turns.</p> <p>Leave all your Objects (Magic or otherwise), Gold, and Followers on the space where you were zapped into a Toad. While you are a Toad, you have: STRENGTH: 1 MOVIE: 1 Space per Turn to do rolls. LIVES: Retain your character's Lives.</p> <p>You may not add the additional Craft and Strength points of your character. You may neither cast nor gain Spells, though you keep the ones you had. When you return to normal, your character will be as before, minus Objects, Gold and Followers and any Lives lost while a Toad.</p>	<p>ALIGNMENT 1 EVIL ALIGNMENT 1</p> <p>YOU ARE NOW</p> <p>Leave all your Objects (Magic or otherwise), Gold, and Followers on the space where you were zapped into a Toad. While you are a Toad, you have: STRENGTH: 1 MOVIE: 1 Space per Turn to do rolls. LIVES: Retain your character's Lives.</p> <p>You may not add the additional Craft and Strength points of your character. You may neither cast nor gain Spells, though you keep the ones you had. When you return to normal, your character will be as before, minus Objects, Gold and Followers and any Lives lost while a Toad.</p>
<p>SPELL 1 RANDOM SPELL 1</p>  <p>Cast on any one player at any time. They roll 1 die to determine the effect on them: 1. Become Toad for 3 Turns 2. Lose Strength 3. Lose Craft 4. All but starting points and those gained from Followers and Objects removed 5. Lose all Gold 6. Gain 1 Strength 6. Gain 1 Life</p>	<p>SPELL 1 PRESERVATION SPELL 1</p>  <p>Cast this Spell on yourself, on yourself, another player, Follower or Enemy. It prevents players from losing a Life when they would have done so, or a Follower from being killed. When cast on an Enemy just Destroyed or Defeated in Combat, it prevents its death, resulting in a Stave Off.</p>	<p>SPELL 1 DESTRUCTION SPELL 1</p>  <p>You may cast this Spell at the start of your Turn, or when you have just completed your Move. When cast, it empowers you to remove any equipped Adventure Card from the board and place it on the discard pile.</p>	<p>SPELL 1 DIVINATION SPELL 1</p>  <p>You may cast this Spell on your Turn, before you roll the die for your Move. When cast, it permits you to take a secret look at the top five Adventure Cards in the stock pile.</p>	<p>SPELL 1 TEMPORAL WARP SPELL 1</p>  <p>You may cast this Spell on your Turn, before you roll the die for your Move. When cast, it permits you to take 3 successive Turns instead of one before you pass to the next player.</p>	<p>SPELL 1 NULLIFY SPELL 1</p>  <p>You may cast this Spell at any time on any player. When you cast it, you force a player of your choice to discard all their unused Spells.</p>	<p>MAGIC OBJECT 5 MAGIC OBJECT 5 TALISMAN</p>  <p>Only if you have a Talisman may you enter the Valley of Fire.</p>
<p>OBJECT 5 SWORD OBJECT 5</p>  <p>While you have a Sword, you may: 1. Add 1 to your Strength for the duration of any Combat in which you are it.</p>	<p>OBJECT 5 AXE OBJECT 5</p>  <p>While you have an Axe, you may: 1. Add 1 to your Strength for the duration of any Combat in which you are it. 2. Build a Rat when you are in Woods or the Forest.</p>	<p>OBJECT 5 MULE OBJECT 5</p>  <p>While you have a Mule, you may carry a number of Objects. Should you lose the Mule, you must immediately have any surplus Objects in the space you are in.</p>	<p>OBJECT 5 WATER BOTTLE OBJECT 5</p>  <p>While you have a Water Bottle in your possession, you do not lose a Life in the Desert.</p>	<p>OBJECT 5 ARMOUR OBJECT 5</p>  <p>If, as a result of Combat, you have just lost a Life, roll 1 die. If you roll 4, 5 or 6, the Armour protected you and you did not lose that Life, though you still lost the Combat.</p>	<p>OBJECT 5 SHIELD OBJECT 5</p>  <p>If, as a result of Combat, you have just lost a Life, roll 1 die. If you roll 2 or 3, the Shield protected you and you did not lose that Life, though you still lost the Combat.</p>	<p>OBJECT 5 HELMET OBJECT 5</p>  <p>If, as a result of Combat, you have just lost a Life, roll 1 die. If you roll 4, 5, the Helmet protected you and you did not lose that Life, though you still lost the Combat.</p>

STRANGER 4 STRANGER
MAGE



A Kindly Mage has made his home here for the rest of the game. He will give one Spell per visit to each Good player landing here, only if their Craft is sufficient to allow them a Spell.

STRANGER 4 STRANGER
FAIRY



A Fairy seeks a champion. To the first Good player landing here she will grant one of the following wishes of their choice and then vanish to the discard pile: Gain one Spell, Gold, Strength, Craft, or Life; or Teleport to any other space in this Region.

STRANGER 4 STRANGER
HEALER



A Healer has made his home here for the rest of the game. He will Heal up to two Lives per visit for any player landing here free of charge.

STRANGER 4 STRANGER
WITCH



A Witch lurks in this space for the rest of the game. If you land here, you must roll 1 die on the following table:
1: Become a Toad for three Turns.
2: Lose 1 Life
3: Lose 1 Object
4: Gain 1 Strength
5: Gain one Craft
6: Gain 1 Spell

STRANGER 4 STRANGER
HERMIT



You must immediately roll one die and place the Hermit on the indicated space:
1: Crypt
2: Plain of Peril
3: Oasis
4: Cursed Glade
5: Crags
6: Forest
He will give the first player to visit him there a Talisman, if available, and then vanish to the discard pile.

STRANGER 4 STRANGER
PHANTOM



A Phantom will haunt this space until it has granted the first Evil player to visit it one of the following wishes of their choice whereupon it will vanish to the discard pile: Gain one Spell, Gold, Strength, Craft, or Life; or Teleport to any other space in this Region.

FOLLOWER 5 FOLLOWER
UNICORN



While the Unicorn is your Follower, the following applies:
1: You gain 1 Strength.
2: You gain 1 Craft.
You lose them when you lose the Unicorn as a Follower.

FOLLOWER 5 FOLLOWER
PIXIE



While the Pixie is your Follower:
1: You need not roll the die when in the Forest; you are always Safe.
2: You may Evade Enemies in Woods.

FOLLOWER 5 FOLLOWER
GUIDE



While the Guide is your Follower:
1: You need not roll the die when in the Chasm, Crags or Forest; you are always Safe.

FOLLOWER 5 FOLLOWER
GUIDE



While the Guide is your Follower:
1: You need not roll the die when in the Chasm, Crags or Forest; you are always Safe.

FOLLOWER 5 FOLLOWER
MAIDEN



While the Maiden is your Follower:
1: You gain two Craft.
You lose them when you lose the Maiden as a Follower.

FOLLOWER 5 FOLLOWER
PRINCE



While the Prince is your Follower:
1: You may have up to two Lives per visit Healed free at the Castle.
2: You may exchange the Prince for 3 Gold at the Castle. If you do this, you must place him on the discard pile.

FOLLOWER 5 FOLLOWER
PRINCESS



While the Princess is your Follower:
1: You may have up to two Lives per visit Healed free at the Castle.
2: You may exchange the Princess for 3 Gold at the Castle. If you do this, you must place her on the discard pile.

FOLLOWER 5 FOLLOWER
MERCENARY



You must pay 1 Gold for the Mercenary to become your Follower. If not, he waits here for a player willing to pay him. While he is your Follower:
1: He will add 5 to your Strength for 1 Turn only each time you give him 1 Gold. You may only pay 1 Gold in any Turn.

FOLLOWER 5 FOLLOWER
ALCHEMIST



While the Alchemist is your Follower:
1: He can turn any Object in your possession into Gold, as and when you direct. When he changes an Object into Gold, place it on the discard pile and take a Gold token. He cannot reverse the procedure.

FOLLOWER 5 FOLLOWER
GNOME



While the GNOME is your Follower:
1: You need only roll 1 die when opening the Portal of Power by Craft and 2 dice in the Mines.
2: You need not roll the die when in the Chasm; you are always Safe.
3: You may Evade Enemies in Hills.

OBJECT 5 OBJECT
BAG OF GOLD



Exchange immediately for Bag of Gold token and then place on discard pile.

OBJECT 5 OBJECT
BAG OF GOLD



Exchange immediately for Bag of Gold token and then place on discard pile.

OBJECT 5 OBJECT
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OBJECT 5 OBJECT
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Exchange immediately for Bag of Gold token and then place on discard pile.

YOU ARE NOW A SLIMY, LITTLE TOAD For 3 Turns.

Leave all your Objects (Magic or otherwise), Gold, and Followers on the space where you were zapped into a Toad. While you are a Toad, you have:

STRENGTH: 1 CRAFT: 1
MOVE: 1 Space per Turn (no die roll).
LIVES: Retain your character's Lives.

You may not add the additional Craft and Strength points of your character. You may neither cast nor gain Spells, though you keep the ones you had.

When you return to normal, your character will be as before, minus Objects, Gold and Followers and any Lives lost while a Toad.

ALIGNMENT ALIGNMENT
YOU ARE NOW

EVIL

SPELL
DESTROY MAGIC



You must cast this Spell at the start of your Turn before rolling the die for Movement. When you cast it, no player, including yourself, may cast a Spell or use, or gain any benefits from, any Magic Object until the start of your next Turn.

SPELL
TELEPORT



You cast this Spell on yourself instead of rolling the die for your Movement. It enables you to Teleport to any other space in the same Region. The spell may not be used in the Inner Region.

SPELL
HEX



This Spell must be cast at the start of your Turn, before you Move. When you cast it, place it on any space in the Outer or Middle Regions not already occupied by a player. It remains for 3 complete Rounds after which it is placed on the discard pile. Any player landing on it in that time immediately loses a Life.

SPELL
ALCHEMY



This Spell must be cast at the start of your Turn, before you Move. When you cast the Spell it will convert any number of Objects in your possession into Gold. Discard the chosen Objects and take 1 Gold for each.

SPELL
COUNTERSPELL



This Spell may be cast as required. It negates the effects of any Spell just cast, including the Command Spell.

SPELL
ACQUISITION



This Spell may be cast as required. When cast, it enables you to take one Object of your choice or one Gold from any other player to add to your own.

MAGIC OBJECT 5 MAGIC OBJECT
TALISMAN



Only if you have a Talisman may you enter the Valley of Fire.

OBJECT 5 OBJECT
SWORD



While you have a Sword, you may:
1: Add 1 to your Strength for the duration of any Combat in which you use it.

OBJECT 5 OBJECT
AXE



While you have an Axe, you may:
1: Add 1 to your Strength for the duration of any Combat in which you use it;
2: Build a Raft when you are in Woods or the Forest.

OBJECT 5 OBJECT
MULE



While you have a Mule, you may carry any number of Objects. Should you lose the Mule, you must immediately leave any surplus Objects in the space you are in.

OBJECT 5 OBJECT
WATER BOTTLE



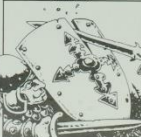
While you have a Water Bottle in your possession, you do not lose a Life in the Desert.

OBJECT 5 OBJECT
ARMOUR



If, as a result of Combat, you have just lost a Life, roll 1 die. If you roll a 4, 5 or 6, the Armour protected you and you did not lose that Life, though you still lost the Combat.

OBJECT 5 OBJECT
SHIELD



If, as a result of Combat, you have just lost a Life, roll 1 die. If you roll a 5 or 6, the Shield protected you and you did not lose that Life, though you still lost the Combat.

OBJECT 5 OBJECT
HELMET



If, as a result of Combat, you have just lost a Life, roll 1 die. If you roll a 6, the Helmet protected you and you did not lose that Life, though you still lost the Combat.

OBJECT 5 OBJECT
BAG OF GOLD



Exchange immediately for Bag of Gold token and then place on discard pile.

OBJECT 5 OBJECT
BAG OF GOLD



Exchange immediately for Bag of Gold token and then place on discard pile.

OBJECT 5 OBJECT
BAG OF GOLD



Exchange immediately for Bag of Gold token and then place on discard pile.

OBJECT 5 OBJECT
2 BAGS OF GOLD



Exchange immediately for 2 Bag of Gold tokens and then place on discard pile.

OBJECT 5 OBJECT
2 BAGS OF GOLD



Exchange immediately for 2 Bag of Gold tokens and then place on discard pile.

OBJECT 5 OBJECT
2 BAGS OF GOLD



Exchange immediately for 2 Bag of Gold tokens and then place on discard pile.

OBJECT 5 OBJECT
HELMET



If, as a result of Combat, you have just lost a Life, roll 1 die. If you roll a 6, the Helmet protected you and you did not lose that Life, though you still lost the Combat.

OBJECT 5 OBJECT
SHIELD



If, as a result of Combat, you have just lost a Life, roll 1 die. If you roll a 5 or 6, the Shield protected you and you did not lose that Life, though you still lost the Combat.

OBJECT 5 OBJECT
ARMOUR



If, as a result of Combat, you have just lost a Life, roll 1 die. If you roll a 4, 5 or 6, the Armour protected you and you did not lose that Life, though you still lost the Combat.

OBJECT 5 OBJECT
WATER BOTTLE



While you have a Water Bottle in your possession, you do not lose a Life in the Desert.

OBJECT 5 OBJECT
RAFT



On your next Turn, instead of your normal Move, you may cross the River to a space directly opposite the one you are in. You must do so immediately if you wish to. Whether you cross or not, place the Raft on the discard pile as it cannot be carried and rots when left behind.

OBJECT 5 OBJECT
MULE



While you have a Mule, you may carry any number of Objects. Should you lose the Mule, you must immediately leave any surplus Objects in the space you are in.

OBJECT 5 OBJECT
AXE



While you have an Axe, you may: 1: Add 1 to your Strength for the duration of any Combat in which you use it; 2: Build a Raft when you are in Woods or the Forest.

OBJECT 5 OBJECT
SWORD



While you have a Sword, you may: 1: Add 1 to your Strength for the duration of any Combat in which you use it.

OBJECT 5 OBJECT
SWORD



While you have a Sword, you may: 1: Add 1 to your Strength for the duration of any Combat in which you use it.

MAGIC OBJECT 5 MAGIC OBJECT
TALISMAN



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MAGIC OBJECT 5 MAGIC OBJECT
TALISMAN



Only if you have a Talisman may you enter the Valley of Fire.

MAGIC OBJECT 5 MAGIC OBJECT
HOLY GRAIL



No Evil player may take the Holy Grail. While it is in your possession: 1: You gain 1 Craft; 2: You do not lose a Life when in the Desert.

MAGIC OBJECT 5 MAGIC OBJECT
WAND



While the Wand is in your possession: 1: You will always have at least 1 Spell more than you started the game with (take one immediately each time you drop to your starting number).

MAGIC OBJECT 5 MAGIC OBJECT
HOLY LANCE



No Evil player may take the Holy Lance. While it is in your possession: 1: Add 1 to your Strength for the duration of any Combat against Dragons in which you use it.

MAGIC OBJECT 5 MAGIC OBJECT
RUNESWORD



No Good player may take the Runesword. While it is in your possession: 1: Add 1 to your Strength for the duration of any Combat in which you use it; 2: When you use it in Combat to defeat a Monster or another player and then cause them to lose a Life, you gain 1 Life.

MAGIC OBJECT 5 MAGIC OBJECT
AMULET



While the Amulet is in your possession: 1: You may not cast or use any Spells; 2: These Spells do not affect you even if you wish them for Healing, Preservation, Immobility, Acquisition, Paralysis, Hex, Random, Poison Blast or Destruction, nor can you be Evaded by Invisibility.

MAGIC OBJECT 5 MAGIC OBJECT
SOLOMON'S CROWN



While you have Solomon's Crown: 1: Add 2 to your Craft.

MAGIC OBJECT 5 MAGIC OBJECT
CROSS



While you have the Cross: 1: If you are Evil, you do not lose a Life in the Chapel; if you are Good, you do not lose a Life in the Graveyard; 2: You automatically defeat Demons, Wraiths, Ghosts and Specters without resorting to Combat.

MAGIC OBJECT 5 MAGIC OBJECT
RING



While you have the Ring: 1: Add 1 to your Craft; 2: Add 1 to your Strength.

MAGIC OBJECT 5 MAGIC OBJECT
POTION OF STRENGTH



There is enough of the Potion of Strength for just one use. Once you have drunk it, place it immediately on the discard pile. When you decide to drink it: 1: It will increase your Strength by 2 for one Turn only.

YOU ARE NOW A SLIMY, LITTLE TOAD For 3 Turns.

Leave all your Objects (Magic or otherwise), Gold, and Followers in the space where you were zapped into a Toad. While you are a Toad, you have:

STRENGTH: 1 CRAFT: 1 MOVE: 1 Space per Turn (no die roll). LIVES: Retain your character's Lives.

You may not add the additional Craft and Strength points of your character. You may neither cast nor gain Spells, though you keep the ones you had. When you return to normal, your character will be as before, minus Objects, Gold and Followers and any Lives lost while a Toad.

ALIGNMENT ALIGNMENT
YOU ARE NOW

EVIL

SPELL
MESMERISM



This Spell may be cast as required. When cast, it enables you to take one Follower of your choice from any one player to add to your own.

SPELL
HEALING



This Spell may be cast as required. By casting it on yourself or any other player, the recipient is restored to their original quota of 4 Lives.

SPELL
PSIONIC BLAST



You cast this spell on yourself when you are about to engage in Combat. For that one Combat (not Psychic) only, the Spell allows you to add your Craft to your Strength for your total Strength.

SPELL
IMMOBILITY



This Spell may be cast as required. When cast on a player, that player is immobilised (may perform no actions apart from negating the Spell with CounterSpell) for the duration of that Turn. It has the same effect when cast on an Enemy. In both instances, the victim may not be attacked but may be Evaded.

SPELL
INVISIBILITY



This Spell may be cast as required. It is cast on yourself, turning you Invisible for that Turn. You may then Evade any player or Enemy.

SPELL
DESTRUCTION



You may cast this Spell at the start of your Turn, or when you have just completed your Move. When cast, it empowers you to remove any upturned Adventure Card from the board and place it on the discard pile.

MAGIC OBJECT 5 MAGIC OBJECT
TALISMAN



Only if you have a Talisman may you enter the Valley of Fire.

OBJECT 5 OBJECT
SWORD



While you have a Sword, you may: 1: Add 1 to your Strength for the duration of any Combat in which you use it.

OBJECT 5 OBJECT
AXE



While you have an Axe, you may: 1: Add 1 to your Strength for the duration of any Combat in which you use it; 2: Build a Raft when you are in Woods or the Forest.

OBJECT 5 OBJECT
MULE



While you have a Mule, you may carry any number of Objects. Should you lose the Mule, you must immediately leave any surplus Objects in the space you are in.

OBJECT 5 OBJECT
WATER BOTTLE



While you have a Water Bottle in your possession, you do not lose a Life in the Desert.

OBJECT 5 OBJECT
ARMOUR



If, as a result of Combat, you have just lost a Life, roll 1 die. If you roll a 4, 5 or 6, the Armour protected you and you did not lose that Life, though you still lost the Combat.

OBJECT 5 OBJECT
SHIELD



If, as a result of Combat, you have just lost a Life, roll 1 die. If you roll a 5 or 6, the Shield protected you and you did not lose that Life, though you still lost the Combat.

OBJECT 5 OBJECT
HELMET



If, as a result of Combat, you have just lost a Life, roll 1 die. If you roll a 6, the Helmet protected you and you did not lose that Life, though you still lost the Combat.

MAGIC OBJECT 5 MAGIC OBJECT
MAGIC BELT



While you have the Magic Belt:
1: Your Strength is increased by 1.

MAGIC OBJECT 5 MAGIC OBJECT
ORB OF KNOWLEDGE



The Orb of Knowledge has our charge. Once used, place it on the discard pile. You must use it when you are about to draw Adventure Cards. It allows you to:
1: Draw 1 more Adventure Card than required. You then discard the one you do not wish to encounter.

ENEMY-Animal 2 Animal-ENEMY
BOAR



STRENGTH 1

There is a wild Boar roaming this area. It will remain here until it is killed.

ENEMY-Animal 2 Animal-ENEMY
BOAR



STRENGTH 1

There is a wild Boar roaming this area. It will remain here until it is killed.

ENEMY-Animal 2 Animal-ENEMY
WOLF



STRENGTH 2

A vicious Wolf now dwells in this area. It will remain here until it is killed.

ENEMY-Monster 2 Monster-ENEMY
GOBLIN



STRENGTH 2

A Goblin is laying waste to this area. It will remain here until it is killed.

ENEMY-Monster 2 Monster-ENEMY
GOBLIN



STRENGTH 2

A Goblin is laying waste to this area. It will remain here until it is killed.

ENEMY-Monster 2 Monster-ENEMY
HOBGOBLIN



STRENGTH 3

A brutal Hobgoblin is stalking this area. It will remain here until it is killed.

ENEMY-Monster 2 Monster-ENEMY
HOBGOBLIN



STRENGTH 3

A brutal Hobgoblin is stalking this area. It will remain here until it is killed.

ENEMY-Animal 2 Animal-ENEMY
APE



STRENGTH 3

An Ape is terrorising this area. It will remain here until it is killed.

ENEMY-Animal 2 Animal-ENEMY
BEAR



STRENGTH 3

A Bear is running amok in this area. It will remain here until it is killed.

ENEMY-Animal 2 Animal-ENEMY
LION



STRENGTH 3

A Lion is preying on all and sundry in this area. It will remain here until it is killed.

ENEMY-Monster 2 Monster-ENEMY
BANDIT



STRENGTH 4

A Bandit is marauding in this area. He will not attack you if you give him 1 Gold. He will remain here until it is killed.

ENEMY-Monster 2 Monster-ENEMY
BANDIT



STRENGTH 4

A Bandit is marauding in this area. He will not attack you if you give him 1 Gold. He will remain here until it is killed.

ENEMY-Monster 2 Monster-ENEMY
SERPENT



STRENGTH 4

A Serpent has made its home in this area. It will remain here until it is killed.

ENEMY-Monster 2 Monster-ENEMY
OGRE



STRENGTH 4

An Ogre has decided this area is easy pickings. It will remain here until it is killed.

ENEMY-Monster 2 Monster-ENEMY
OGRE



STRENGTH 4

An Ogre has decided this area is easy pickings. It will remain here until it is killed.

ENEMY-Monster 2 Monster-ENEMY
GIANT



STRENGTH 6

A brutal Giant has set up residence in this area. He will remain here until he is killed.

ENEMY-Dragon 2 Dragon-ENEMY
DRAGON



STRENGTH 7

A Dragon is terrorising this area. It will remain here until it is killed.

ENEMY-Dragon 2 Dragon-ENEMY
DRAGON



STRENGTH 7

A Dragon is terrorising this area. It will remain here until it is killed.

ENEMY-Dragon 2 Dragon-ENEMY
DRAGON



STRENGTH 7

A Dragon is terrorising this area. It will remain here until it is killed.

ENEMY-Spirit 3 Spirit-ENEMY
SPECTRE



CRAFT 3

A Spectre has appeared in this area. It will remain here until it is killed.

ENEMY-Spirit 3 Spirit-ENEMY
GHOST



CRAFT 4

A Ghost now haunts this area. It will remain here until it is killed.

ENEMY-Spirit 3 Spirit-ENEMY
GHOST



CRAFT 4

A Ghost materialises in roll 1 die:
1 = City; 2 = Village; 3 = Graveyard;
4 = Chapel; 5 = Castle; 6 = Temple.
Place it there. It will remain until killed.

ENEMY-Spirit 3 Spirit-ENEMY
WRAITH



CRAFT 5

A Wraith is wreaking havoc in this area. It will remain until it is killed.

ENEMY-Spirit 3 Spirit-ENEMY
DEMON



CRAFT 10

A Demon has appeared from the underworld to cause chaos in this area. It will remain until killed.

YOU ARE NOW A SLIMY, LITTLE TOAD For 3 Turns.



Leave all your Objects (Magic or otherwise), Gold, and Followers on the space where you were zapped into a Toad. While you are a Toad, you have:
STRENGTH: 1 CRAFT 1
MOVE: 1 Space per Turn (no die roll).
LIVES: Retain your character's Lives.
You may not add the additional Craft and Strength points of your character. You may neither cast nor gain Spells, though you keep the ones you had. When you return to normal, your character will be as before, minus Objects, Gold and Followers and any Lives lost while a Toad.

ALIGNMENT ALIGNMENT
YOU ARE NOW



EVIL

SPELL COUNTERSPELL



This Spell may be cast as required. It negates the effects of any Spell just cast, including the Command Spell.

SPELL HEALING



This Spell may be cast as required. By casting it on yourself or any other player, the recipient is restored to their original quota of 4 Lives.

SPELL PSIONIC BLAST



You cast this spell on yourself when you are about to engage in Combat. For that one Combat (not Psychic) only, the spell allows you to add your Craft to your Strength for your total Strength.

SPELL IMMOBILITY



This Spell may be cast as required. When cast on a player, that player is immobilised (may perform no actions apart from negating the Spell with Counterspell) for the duration of that Turn. It has the same effect when cast on an Enemy. In both instances, the victim may not be attacked but may be Evaded.

SPELL RANDOM



Cast on any one player at any time. They roll 1 die to determine the effect on them:
1: Become Toad for 3 Turns.
2: Lose Strength* 3: Lose Craft*
(* All but starting quota and those gained from Followers and Objects owned.)
5: Gain Strength
6: Gain 1 Life

SPELL TELEPORT



You cast this Spell on yourself instead of rolling the die for your Movement. It enables you to Teleport to any other space in the same Region. The spell may not be used in the Inner Region.

MAGIC OBJECT 5 MAGIC OBJECT
TALISMAN



Only if you have a Talisman may you enter the Valley of Fire.

OBJECT 5 OBJECT
RAFT



On your next Turn, instead of your normal Move, you may cross the River to a space directly opposite the one you are in. You must do so immediately if you wish to. Whether you cross or not, place the Raft on the discard pile as it cannot be carried and rats when left behind.

OBJECT 5 OBJECT
AXE



While you have an Axe, you may:
1: Add 1 to your Strength for the duration of any Combat in which you use it;
2: Build a Raft when you are in Woods or the Forest.

OBJECT 5 OBJECT
MULE



While you have a Mule, you may carry any number of Objects. Should you lose the Mule, you must immediately leave any surplus Objects in the space you are in.

OBJECT 5 OBJECT
WATER BOTTLE



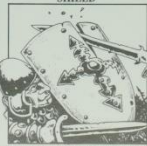
While you have a Water Bottle in your possession, you do not lose a Life in the Desert.

OBJECT 5 OBJECT
ARMOUR



If, as a result of Combat, you have just lost a Life, roll 1 die. If you roll a 4, 5 or 6, the Armour protected you and you did not lose that Life, though you still lost the Combat.

OBJECT 5 OBJECT
SHIELD











































If, as a result of Combat, you have just lost a Life, roll 1 die. If you roll a 5 or 6, the Shield protected you and you did not lose that Life, though you still lost the Combat.

OBJECT 5 OBJECT
HELMET



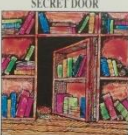

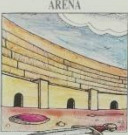

























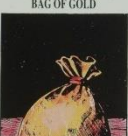

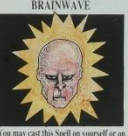
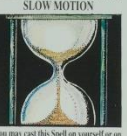
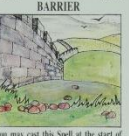

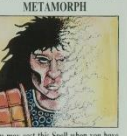

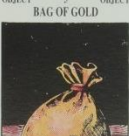





If, as a result of Combat, you have just lost a Life, roll 1 die. If you roll a 6, the Helmet protected you and you did not lose that Life, though you still lost the Combat.

<p>DWARF</p> <p>Alignment: NEUTRAL Start: CRAGS</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1: You need not roll the die in the Craigs or the Chasm; you are always Safe. 2: You may Evade Enemies when in the Hills. 3: You may add 1 to your die roll when in the Cave. 4: You only roll 1 die if you attempt to open the Portal of Power by Craft. 5: You only roll 2 dice when in the Mines. 6: You are unaffected by the Maze. <p>OBJECTS FOLLOWERS</p>	<p>GHOUL</p> <p>Alignment: EVIL Start: GRAVEYARD</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1: When you attack another player, you may choose to make the Combat Psychic. You may not do this when you are attacked by another player. 2: Whenever you defeat a player in Psychic Combat, if you choose to take one of their Lives, you add it to your own. 3: When you defeat an Enemy, you may raise it from the dead. That Enemy then becomes a Follower and adds its Strength to yours for one Combat, after which it disintegrates and you must discard it. You may not exchange Enemies Raised from the dead for additional Strength points. <p>OBJECTS FOLLOWERS</p>	<p>PRIEST</p> <p>Alignment: GOOD Start: CHAPEL</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1: You begin the game with one spell. 2: After rolling the die when Praying, you may add 1 to the score. 3: You automatically destroy any Spirits, without resort to Combat. 4: You may not use any Sword or the Axe in Combat, though you may use the Axe to build a Raft. <p>OBJECTS FOLLOWERS</p>	<p>DWARF</p> <p>Alignment: NEUTRAL Start: CRAGS</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1: You need not roll the die in the Craigs or the Chasm; you are always Safe. 2: You may Evade Enemies when in the Hills. 3: You may add 1 to your die roll when in the Cave. 4: You only roll 1 die if you attempt to open the Portal of Power by Craft. 5: You only roll 2 dice when in the Mines. 6: You are unaffected by the Maze. <p>OBJECTS FOLLOWERS</p>	
<p>ELF</p> <p>Alignment: GOOD Start: FOREST</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1: You need not roll the die in the Forest; you are always safe there. 2: You may Evade Enemies when in the Woods. 3: If you are on a Woods space, instead of rolling a die for your move, you may move to any other Woods space in the same Region. <p>OBJECTS FOLLOWERS</p>	<p>THIEF</p> <p>Alignment: NEUTRAL Start: CITY</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1: You may Steal one Object or Bag of Gold from any player that you land on. 2: You may Steal one Object whenever you are at the Market. Roll one die to determine what you have stolen: <ul style="list-style-type: none"> 1: Sword 2: Helmet 3: Water Bottle 4: Shield 5: Mule 6: Raft <p>OBJECTS FOLLOWERS</p>	<p>DRUID</p> <p>Alignment: NEUTRAL Start: FOREST</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1: You begin the game with 1 spell. 2: You may change your Alignment at will. At any given time, though, you can only be of one Alignment. For example, if you are carrying the Runesword and you wish to pray at the Chapel, you must drop the Runesword and leave it there when you move next Turn. <p>OBJECTS FOLLOWERS</p>	<p>ELF</p> <p>Alignment: GOOD Start: FOREST</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1: You need not roll the die in the Forest; you are always safe there. 2: You may Evade Enemies when in the Woods. 3: If you are on a Woods space, instead of rolling a die for your move, you may move to any other Woods space in the same Region. <p>OBJECTS FOLLOWERS</p>	
<p>MONK</p> <p>Alignment: GOOD Start: VILLAGE</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1: You may add your Craft to your Strength in Combat. 2: After rolling the die when Praying, you may add 1 to the score. 3: You may not use any Sword, Helmet, Shield or Armour. 4: You may not use the Axe in Combat, but you may use it to build a Raft. <p>OBJECTS FOLLOWERS</p>	<p>TROLL</p> <p>Alignment: NEUTRAL Start: CRAGS</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1: You need not roll the die in the Craigs; you are always Safe. <p>OBJECTS FOLLOWERS</p>	<p>TROLL</p> <p>Alignment: NEUTRAL Start: CRAGS</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1: You need not roll the die in the Craigs; you are always Safe. <p>OBJECTS FOLLOWERS</p>	<p>PRIEST</p> <p>Alignment: GOOD Start: CHAPEL</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1: You begin the game with one spell. 2: After rolling the die when Praying, you may add 1 to the score. 3: You automatically destroy any Spirits, without resort to Combat. 4: You may not use any Sword or the Axe in Combat, though you may use the Axe to build a Raft. <p>OBJECTS FOLLOWERS</p>	<p>MONK</p> <p>Alignment: GOOD Start: VILLAGE</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1: You may add your Craft to your Strength in Combat. 2: After rolling the die when Praying, you may add 1 to the score. 3: You may not use any Sword, Helmet, Shield or Armour. 4: You may not use the Axe in Combat, but you may use it to build a Raft. <p>OBJECTS FOLLOWERS</p>
<p>SORCERESS</p> <p>Alignment: EVIL Start: GRAVEYARD</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1: You begin the game with one Spell. 2: When you attack another player, you may choose to make the Combat Psychic. You may not do this when you are attacked by another player. 3: Instead of attacking a player that you land on, you may attempt to Beguile them into giving you one Object or Bag of Gold of your choice. To do so, roll one die; you must roll a 6 to Beguile a Good player; 5 or 6 to Beguile a Neutral player; or 4, 5 or 6 for an Evil player. 4: You may take any one Follower, except the Maiden, Unicorn, Princess or an Animal, from any player that you land on whether or not you attack or Beguile them. <p>OBJECTS FOLLOWERS</p>	<p>WIZARD</p> <p>Alignment: EVIL Start: GRAVEYARD</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1: You begin the game with two Spells. 2: During the game, you always have at least one Spell. Whenever you use your last remaining Spell, immediately draw another. 3: When you attack another player, you may choose to make the Combat Psychic. You may not do this when you are attacked by another player. <p>OBJECTS FOLLOWERS</p>	<p>WIZARD</p> <p>Alignment: EVIL Start: GRAVEYARD</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1: You begin the game with two Spells. 2: During the game, you always have at least one Spell. Whenever you use your last remaining Spell, immediately draw another. 3: When you attack another player, you may choose to make the Combat Psychic. You may not do this when you are attacked by another player. <p>OBJECTS FOLLOWERS</p>	<p>DRUID</p> <p>Alignment: NEUTRAL Start: FOREST</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1: You begin the game with 1 spell. 2: You may change your Alignment at will. At any given time, though, you can only be of one Alignment. For example, if you are carrying the Runesword and you wish to pray at the Chapel, you must drop the Runesword and leave it there when you move next Turn. <p>OBJECTS FOLLOWERS</p>	<p>SORCERESS</p> <p>Alignment: EVIL Start: GRAVEYARD</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1: You begin the game with one Spell. 2: When you attack another player, you may choose to make the Combat Psychic. You may not do this when you are attacked by another player. 3: Instead of attacking a player that you land on, you may attempt to Beguile them into giving you one Object or Bag of Gold of your choice. To do so, roll one die; you must roll a 6 to Beguile a Good player; 5 or 6 to Beguile a Neutral player; or 4, 5 or 6 for an Evil player. 4: You may take any one Follower, except the Maiden, Unicorn, Princess or an Animal, from any player that you land on whether or not you attack or Beguile them. <p>OBJECTS FOLLOWERS</p>
<p>PROPHETESS</p> <p>Alignment: GOOD Start: CHAPEL</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1: You begin the game with one Spell. 2: During the game, you always have at least one Spell. Whenever you use your last remaining Spell, immediately draw another. 3: Whenever you have to draw Adventure Cards, you may draw one Card more than necessary and then discard one of your choice that you do not wish to encounter. 4: At any time during the game, you may look at the Spell cards held by other players. <p>OBJECTS FOLLOWERS</p>	<p>ASSASSIN</p> <p>Alignment: EVIL Start: CITY</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1: You may Assassinate when you attack (but not when you are attacked by) any player, or any Enemy that is already face up when you land on it. When you Assassinate, Combat takes place as normal except that your victim may not roll a die to add to their strength. If you succeed, you must remove one Life from your victim; you cannot take an Object or Gold instead. 2: You may not use your power against the Werewolf or the Pagans. 3: When you move from the Valley of Fire to the Crown of Command, you may use your power on anyone already there. Otherwise, you may not use your power while at the Crown of Command. <p>OBJECTS FOLLOWERS</p>	<p>ASSASSIN</p> <p>Alignment: EVIL Start: CITY</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1: You may Assassinate when you attack (but not when you are attacked by) any player, or any Enemy that is already face up when you land on it. When you Assassinate, Combat takes place as normal except that your victim may not roll a die to add to their strength. If you succeed, you must remove one Life from your victim; you cannot take an Object or Gold instead. 2: You may not use your power against the Werewolf or the Pagans. 3: When you move from the Valley of Fire to the Crown of Command, you may use your power on anyone already there. Otherwise, you may not use your power while at the Crown of Command. <p>OBJECTS FOLLOWERS</p>	<p>GHOU</p> <p>Alignment: EVIL Start: GRAVEYARD</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1: When you attack another player, you may choose to make the Combat Psychic. You may not do this when you are attacked by another player. 2: Whenever you defeat a player in Psychic Combat, if you choose to take one of their Lives, you add it to your own. 3: When you defeat an Enemy, you may raise it from the dead. That Enemy then becomes a Follower and adds its Strength to yours for one Combat, after which it disintegrates and you must discard it. You may not exchange Enemies Raised from the dead for additional Strength points. <p>OBJECTS FOLLOWERS</p>	<p>PROPHETESS</p> <p>Alignment: GOOD Start: CHAPEL</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1: You begin the game with one Spell. 2: During the game, you always have at least one Spell. Whenever you use your last remaining Spell, immediately draw another. 3: Whenever you have to draw Adventure Cards, you may draw one Card more than necessary and then discard one of your choice that you do not wish to encounter. 4: At any time during the game, you may look at the Spell cards held by other players. <p>OBJECTS FOLLOWERS</p>
<p>WARRIOR</p> <p>Alignment: NEUTRAL Start: TAVERN</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1: You may roll two dice in Combat and use the higher one to determine your Combat score. 2: You may use two weapons at the same time except when using the Holy Lance, Runesword or a Shield. <p>OBJECTS FOLLOWERS</p>	<p>MINSTREL</p> <p>Alignment: GOOD Start: TAVERN</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1: Animals and Dragons will not attack you, though you may choose to attack them. 2: If you do not attack an Animal, you may attempt to Charm it. To do so, roll 1 die; if you roll higher than the Animal's Strength, it joins you as a Follower and adds its Strength to yours in Combat. Once you have successfully Charmed an Animal you may not Charm another for the remainder of the game. 3: You may take the Maiden or Princess from any player that you land on. 4: You are immune to the Hag's Curse. Discard it immediately should you encounter her. <p>OBJECTS FOLLOWERS</p>	<p>MINSTREL</p> <p>Alignment: GOOD Start: TAVERN</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1: Animals and Dragons will not attack you, though you may choose to attack them. 2: If you do not attack an Animal, you may attempt to Charm it. To do so, roll 1 die; if you roll higher than the Animal's Strength, it joins you as a Follower and adds its Strength to yours in Combat. Once you have successfully Charmed an Animal you may not Charm another for the remainder of the game. 3: You may take the Maiden or Princess from any player that you land on. 4: You are immune to the Hag's Curse. Discard it immediately should you encounter her. <p>OBJECTS FOLLOWERS</p>	<p>THIEF</p> <p>Alignment: NEUTRAL Start: CITY</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1: You may Steal one Object or Bag of Gold from any player that you land on. 2: You may Steal one Object whenever you are at the Market. Roll one die to determine what you have stolen: <ul style="list-style-type: none"> 1: Sword 2: Helmet 3: Water Bottle 4: Shield 5: Mule 6: Raft <p>OBJECTS FOLLOWERS</p>	<p>WARRIOR</p> <p>Alignment: NEUTRAL Start: TAVERN</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1: You may roll two dice in Combat and use the higher one to determine your Combat score. 2: You may use two weapons at the same time except when using the Holy Lance, Runesword or a Shield. <p>OBJECTS FOLLOWERS</p>

GOLD										
										
GOLD										
										
STRENGTH	4	4	4	4	4	3	3	3	3	3
	4	4	4	4	4	3	3	3	3	3
STRENGTH	2	2	2	2	2	1	1	1	1	1
	2	2	2	2	2	1	1	1	1	1
LIVES	4	4	4	3	3	2	2	1	1	1
	4	4	4	3	3	2	2	1	1	1
CRAFT	4	4	4	4	4	3	3	3	3	3
	4	4	4	4	4	3	3	3	3	3
CRAFT	2	2	2	2	2	1	1	1	1	1
	2	2	2	2	2	1	1	1	1	1

Followed by the beautiful poster boy expansion

(Unfortunately, due to the passage of time the character cards fell from their mounts when lifted up like the dry bones of an ancient and long dead adventurer)

<p>PLACE 4 PLACE</p> <p>SECRET DOOR</p>  <p>You may go through the Secret Door. If you do, discard it and draw 1 new Adventure Card. If you decide not to go through, it will remain here until someone decides to enter.</p>	<p>PLACE 4 PLACE</p> <p>IDOL</p>  <p>You may pray here with the same results as at the Temple. If you are <i>enchanted</i>, you remain on this space until you free yourself. Once the idol has been prayed to, it animates and struts off to the discard pile.</p>	<p>PLACE 4 PLACE</p> <p>ARENA</p>  <p>You may summon any one player in the Outer or Middle Region to do battle with you. Move them here immediately and attack as though you had encountered them by Combat or Psychic Combat if you are permitted to. Once the Arena has been used, it crumbles to the discard pile.</p>	<p>EVENT 1 EVENT</p> <p>VOLCANO</p>  <p>A Volcano erupts with a crack of thunder. All Strangers in this Region are expelled and swept off to the discard pile.</p>	<p>EVENT 1 EVENT</p> <p>EARTHQUAKE</p>  <p>An Earthquake shocks this Region, roll 1 die for each face up Adventure Card in it. On a roll of 1 or 2, it tumbles down a chasm to the discard pile.</p>	<p>EVENT 1 EVENT</p> <p>HALLOWEEN</p>  <p>It is Halloween. All Evil players may make the spirits by rolling 1 die with the following results: 1: Miss 1 Turn 2-4: Heal 1 Life 5-6: Gain 1 Spell Halloween then passes to the discard pile.</p>	<p>EVENT 1 EVENT</p> <p>ASTRAL CONJUNCTION</p>  <p>The stars are aligned so that all Spirits are back to their Craft doubled for one Round. The Astral Conjunction then passes to the discard pile.</p>
<p>OBJECT 5 OBJECT</p> <p>SHOVEL</p>  <p>While you have the Shovel, you may: 1: Subtract 2 from the total of your die roll in the Crypt.</p>	<p>OBJECT 5 OBJECT</p> <p>MAP</p>  <p>While you have the Map, you may: 1: Subtract 2 from the total of your die roll in the Mines.</p>	<p>OBJECT 5 OBJECT</p> <p>CASKET</p>  <p>You may take the Casket and open it whenever you want. When you do, roll one die to see what it contains and then place the Casket on the discard pile. 1-2: Poison - Lose 1 Life 3-4: Gain 10000 Tuna 4: Gold 5: 1 Spell 6: Tallman</p>	<p>MAGIC OBJECT 5 MAGIC OBJECT</p> <p>ROD OF RUIN</p>  <p>The Rod has one use. Once used, you must place it on the discard pile. It will: 1: Cause any player of your choice to lose 2 points of Strength or Craft, or 1 of each (that <i>has not</i> those from their starting points or those gained from Objects or Followers). The points are discarded.</p>	<p>MAGIC OBJECT 5 MAGIC OBJECT</p> <p>WINGED BOOTS</p>  <p>While you have the Winged Boots: 1: Whenever you roll a 6 for Movement, you may choose to roll the die a second time and add the result to the 6 for your Movement. If you do so, you must move this total.</p>	<p>EVENT 1 EVENT</p> <p>PATROL</p>  <p>A patrol of soldiers is trying to maintain law and order. They immediately send you back to your starting space and then march off to the discard pile.</p>	<p>EVENT 1 EVENT</p> <p>TAXATION</p>  <p>Roll one die to see who a Tax of 1 Gold has been levied on: 1: Gold 2: Evil 3: Neutral 4: with Gold 5: in Outer Region 6: in Middle Region Those with no Gold are exempted. The Tax is then added to the discard pile.</p>
<p>STRANGER 4 STRANGER</p> <p>CYCLOPS</p>  <p>A Cyclops comes plodding along. Roll 1 die to see what he does: 1-2: Eat 1 Follower (taken at random) 3-4: Take 1 Magic Object (at random) 5-6: Ignore you. The Cyclops then plods off to the discard pile.</p>	<p>STRANGER 4 STRANGER</p> <p>MAGICIAN</p>  <p>If you wish, the Magician will change any or all Strength points you have (except your starting points and those derived from Objects or Followers) into Craft points, or vice versa. Whether or not you make use of his powers, he then vanishes to the discard pile in a puff of smoke.</p>	<p>STRANGER 4 STRANGER</p> <p>SPHINX</p>  <p>The Sphinx sets you a riddle: Pick a number from 1 to 6 and then roll the die. If you roll the number you picked, take 1 Spell. The Sphinx will remain here until someone successfully solves the riddle, then she bounds off to the discard pile.</p>	<p>STRANGER 4 STRANGER</p> <p>PEGASUS</p>  <p>Pegasus, the winged horse, will immediately give you a ride to any space of your choice in the same Region. Whether or not you accept the ride, Pegasus will then fly off to the discard pile.</p>	<p>STRANGER 4 STRANGER</p> <p>CENTAUR</p>  <p>A friendly Centaur offers to give you a ride. If you accept, roll 1 die and move as though it were your movement. Whether or not you accept the ride, the Centaur then gallops off to the discard pile.</p>	<p>STRANGER 4 STRANGER</p> <p>DEMIGOD</p>  <p>A Demigod grants you the Spell of your choice. Look through the remaining cards in the Spell pack and take the one you want. The shafts and replace the pack. The Demigod then vanishes to the discard pile.</p>	<p>STRANGER 4 STRANGER</p> <p>JUDGE</p>  <p>Judgment is passed on you. If at some stage in the game you have attacked another player or used your ability on them instead of attacking you must pass a fine of 1 Gold or miss one Turn. The Judge then continues his itinerary to the discard pile.</p>
<p>STRANGER 4 STRANGER</p> <p>OUTLAW</p>  <p>You are hoodknocked by an Outlaw who steals from the rich and gives to the poor. If you have any Gold, he takes one Gold. If you have no Gold, he gives you one Gold. With a laugh and a wave, he then makes good his escape to the discard pile.</p>	<p>FOLLOWER 5 FOLLOWER</p> <p>GENIE</p>  <p>The Genie has one Spell (take one from the Spell pack and place it with the Genie - you may look at it). The Genie will cast the Spell when you go him one Gold, he will then spirit off to the discard pile with his Gold. Treat the Spell as though you had cast it.</p>	<p>FOLLOWER 5 FOLLOWER</p> <p>CHAMPION</p>  <p>The Champion will fight in your place in any Combat or Psychic Combat, but he may not use any of your Objects or Spells.</p>	<p>ENEMY-Spirit 3 Spirit-ENEMY</p> <p>BANSHEE</p>  <p>A Banshee is stalking this area. It will remain here until it is killed.</p>	<p>ENEMY-Spirit 3 Spirit-ENEMY</p> <p>SHADE</p>  <p>A Shade is lurking in the dark corners of this area. It will remain here until killed.</p>	<p>ENEMY-Spirit 3 Spirit-ENEMY</p> <p>LICH</p>  <p>If the Lich beats a player, it drains 1 Life and keeps it for itself (place on the Lich). The Lich will remain here until it is killed (loses all its Lives).</p>	<p>ENEMY-Monster 2 Monster-ENEMY</p> <p>DOPPELGANGER</p>  <p>A Doppelganger is stalking this area. It will remain until killed.</p>
<p>OBJECT 5 OBJECT</p> <p>BAG OF GOLD</p>  <p>Exchange immediately for Bag of Gold token and then place on discard pile.</p>	<p>SPELL 5 SPELL</p> <p>DISPLACEMENT</p>  <p>You may cast this Spell at the start of your Turn, or when you have just completed your Move. When cast, it empowers you to remove any unplayed Adventure Card from the board and place it on any space in the same Region not occupied by a player.</p>	<p>SPELL 5 SPELL</p> <p>BRAINWAVE</p>  <p>You may cast this Spell on yourself or on another player at any time. It will increase the recipient's Craft by their starting Craft for the remainder of that Turn only.</p>	<p>SPELL 5 SPELL</p> <p>SLOW MOTION</p>  <p>You may cast this Spell on yourself or on another player at the start of the target's Turn. It will reduce their Movement to one space a Turn for their next two Turns, including the one in which the Spell was cast.</p>	<p>SPELL 5 SPELL</p> <p>BARRIER</p>  <p>You may cast this Spell at the start of your Turn, or when you have just completed your Move. When cast, place this card on any space not occupied by another player in the Region you are in. No-one except you may move onto or through that space. The Spell lasts until the start of your next Turn.</p>	<p>SPELL 5 SPELL</p> <p>MIND-STEAL</p>  <p>You may cast this Spell as required. When cast, it permits you to take one Spell from any other player. You must minimize the player first, then you may look at their Spell and take the one of your choice.</p>	<p>SPELL 5 SPELL</p> <p>METAMORPH</p>  <p>You may cast this Spell when you have just drawn an Adventure Card. It allows you to discard any one Adventure Card that you have just drawn and draw another one instead.</p>
<p>OBJECT 5 OBJECT</p> <p>BAG OF GOLD</p>  <p>Exchange immediately for Bag of Gold token and then place on discard pile.</p>	<p>OBJECT 5 OBJECT</p> <p>BAG OF GOLD</p>  <p>Exchange immediately for Bag of Gold token and then place on discard pile.</p>	<p>ENEMY-Monster 2 Monster-ENEMY</p> <p>BERSERKER</p>  <p>A Berserker goes berserk and will remain here until beaten. When beaten he is not killed; instead roll 1 die and move him that number of spaces clockwise.</p>	<p>ENEMY-Monster 2 Monster-ENEMY</p> <p>GARGOYLE</p>  <p>A Gargoyle is scaring and preying on everyone in this area. It will remain here until it is killed.</p>	<p>ENEMY-Monster 2 Monster-ENEMY</p> <p>GOLEM</p>  <p>A monstrous Golem is demolishing this area. It will remain here until it is killed.</p>	<p>ENEMY-Monster 2 Monster-ENEMY</p> <p>GOBLIN</p>  <p>A Goblin is laying waste to this area. It will remain here until it is killed.</p>	<p>ENEMY-Animal 2 Animal-ENEMY</p> <p>GIANT LIZARD</p>  <p>A Giant Lizard is stalking in this area. It will continue stalking until it is killed.</p>

Now the Dungeon whose character cards had slightly thicker surrounds than earlier expansions.



PLACE 6 PLACE
ALTAR



If you wish to pray at the altar, roll one die for the result.
1. Miss 1 turn
2. Nothing
3. Heal 1 Life
4. Draw another dungeon card
5. Take an extra move
6. Gain 1 Spell

ENEMY-Animal 2 ENEMY-Animal
GIANT RAT



Strength 3
A verminous Giant Rat lurks in this area. It will remain here until it is killed.

STRANGER 4 STRANGER
LONE DWARF



If you choose to approach the Dwarf roll a die to see how he reacts:
1. Attacks with Strength 4
2. Madlyrets you - go back 2 spaces
3. Takes 1 Gold 4. Gives you 1 Gold
5. Directs you - go forward 2 spaces
6. Joins you as follower.
While he is your follower you may add 1 to your roll at the Treasure Chamber.

ENEMY-Monster 2 ENEMY-Monster
CRAWLING SLIME



Strength 6
Any weapon (Sword, Axe, Runesword or Holy Lance) which you use against the slime is destroyed and must be discarded, whether you win or lose the combat.

PLACE 6 PLACE
GONG



If you strike the gong, it will teleport any character in the dungeon to this space. If there is more than one other character in the dungeon, you choose who is teleported. After it has been used, the Gong melts away into the discard pile.

OBJECT 5 OBJECT
BAG OF GOLD



Exchange immediately for a bag of gold token and then place on the discard pile.

ENEMY-Monster 2 ENEMY-Monster
LIVING STATUE



Strength 5
Unless defeated by a character using the Runesword or Holy Lance the statue is not destroyed and remains here.

ENEMY-Spirit 3 ENEMY-Spirit
NIGHTMARE



Craft 6
A terrible Nightmare haunts this area. It will remain here until it is killed.

OBJECT 5 OBJECT
DECREE OF BANISHMENT



You may use this on any Stranger whose space you land on and send him to the discard pile. Once used the Decree is discarded.

ENEMY-Spirit 3 ENEMY-Spirit
PHANTOM HOUND



Craft 4
A Phantom Hound haunts this area. It will remain here until it is killed.

EVENT 1 EVENT
TRAPDOOR



You fall down a trapdoor and find yourself back at the Entrance.

PLACE 6 PLACE
CHEST



If you try to open the chest you must roll a number lower than your Craft on one die. If you fail, you are jabbed by a poison needle and lose a Life. If you succeed you find 3 Gold and discard the chest.

OBJECT 5 OBJECT
TORCH



While you carry the Torch in the Dungeon you may roll twice for movement and take either number as your movement roll.

EVENT 1 EVENT
CAVE-IN



Each player in the dungeon must roll to see what happens:
1-2 - Lose 1 Life
3-4 - Miss 1 Turn
5-6 - Safe

ENEMY-Dragon 2 ENEMY-Dragon
BRONZE DRAGON



Strength 8
A mighty Bronze Dragon lairs in this area. It will remain here until it is killed.

FOLLOWER 5 FOLLOWER
WISE MAN



While he is with you the Wise Man adds 1 to your Craft, but he will join any other player who lands on the same space as you.

PLACE 6 PLACE
SNAKE PIT



To cross the snake pit safely you must roll a number less than your Strength on one die. If you fail you must lose a Life or a Follower.

EVENT 1 EVENT
SLAVER



A Slaver captures all your followers. You may buy them back at 1 Gold each. Any not paid for are discarded along with the Slaver.

ENEMY-Monster 2 ENEMY-Monster
GOBLIN



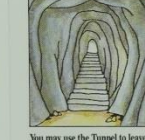
Strength 2
A foul Goblin is stalking this area. It will remain here until it is killed.

FOLLOWER 5 FOLLOWER
DOG



Strength 2
Craft 1
The dog will fight in your place in combat but will not add his score to yours if you fight.

PLACE 6 PLACE
TUNNEL



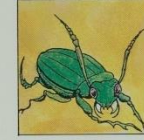
You may use the Tunnel to leave the Dungeon if you wish. To leave the Dungeon, roll one die on your next move to see where you come out.
1. Crags 2. Forest
3. Tavern 4. Castle
5. Warlock's Lair
6. Temple

EVENT 1 EVENT
FIRE



A fire rages through the dungeon, destroying all face-up cards of a certain type between this space and the Entrance. Roll 1 die to see which cards are discarded:
1-2 - Places
3-4 - Strangers
5-6 - Monsters

ENEMY-Monster 2 ENEMY-Monster
GIANT BEETLE



Strength 6
If you lose Combat, the Beetle will eat one of your Followers. If you have no Followers, you lose a Life.

MAGIC OBJECT 5 MAGIC OBJECT
GAUNTLET OF MIGHT



While you have the Gauntlet of Might you may add 1 to your score in Combat.

ENEMY-Monster 2 ENEMY-Monster
GOBLIN



Strength 2
A foul Goblin is stalking this area. It will remain here until it is killed.

ENEMY-Animal 2 ENEMY-Animal
GIANT RAT



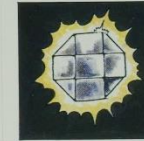
Strength 3
A verminous Giant Rat lurks in this area. It will remain here until it is killed.

PLACE 6 PLACE
SECRET PASSAGE



If you choose to go down the Secret Passage, roll one die now to see where you come out.
1. Entrance 2. Guard Room
3. Library 4. Vault
5. Cell 6. Torture Chamber

MAGIC OBJECT 5 MAGIC OBJECT
CRYSTAL OF POWER



While you carry the Crystal you may add 1 to your score in Psychic Combat.

ENEMY-Monster 2 ENEMY-Monster
GIANT SPIDER



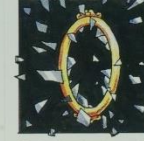
Strength 5
Before fighting the Spider you must roll a number less than your Craft on one die to avoid being tangled in its web. If you fail you must subtract 2 from your combat score against the Spider.

ENEMY-Monster 2 ENEMY-Monster
GIANT SPIDER



Strength 5
Before fighting the Spider you must roll a number less than your Craft on one die to avoid being tangled in its web. If you fail you must subtract 2 from your combat score against the Spider.

EVENT 1 EVENT
MAGIC MIRROR



You look into the mirror and it shatters, but you gain 1 Spell.

PLACE 6 PLACE
DUNGEON DOORWAY



PLACE 6 PLACE
DUNGEON DOORWAY



ENEMY-Monster 2 ENEMY-Monster
GIANT WORM



Strength 5
A Giant Worm lairs here. It will remain here until killed.

EVENT 1 EVENT
MAGIC MIRROR



You look into the mirror and it shatters, but you gain 1 Spell.

EVENT 1 EVENT
GREEN MIST



A green mist envelops you and corrodes your equipment. Discard any Helmet, Shield or Armour you are carrying.

OBJECT 5 OBJECT
TORCH



While you carry the Torch in the Dungeon you may roll twice for movement and take either number as your movement roll.

OBJECT 5 OBJECT
BAG OF GOLD



Exchange immediately for a bag of gold token and then place on the discard pile.

PLACE 6 PLACE
DUNGEON DOORWAY



PLACE 6 PLACE
DUNGEON DOORWAY



And finally, the rarest of them all..... Dragons

<p>ENEMY-DRAGON 2 Dragon-ENEMY RED DRAGON</p>  <p>STRENGTH 8</p> <p>A huge Red Dragon is terrifying to behold. It will remain here until it is killed.</p>	<p>ENEMY-DRAGON 2 Dragon-ENEMY WYVERN</p>  <p>STRENGTH 5</p> <p>The Wyvern breathes fire on you. You must roll equal to or less than 5. If you survive you must fight a combat with the Wyvern using the normal rules.</p>	<p>ENEMY-DRAGON 2 Dragon-ENEMY WYVERN</p>  <p>STRENGTH 5</p> <p>This foul creature has made its lair here. It will remain here until it is killed.</p>	<p>ENEMY-DRAGON 2 Dragon-ENEMY BLUE DRAGON</p>  <p>STRENGTH 8</p> <p>The Dragon breathes fire on you. You must roll equal to or less than 8. If you survive you must fight a combat with the Dragon using the normal rules.</p>	<p>ENEMY-DRAGON 2 Dragon-ENEMY GOLD DRAGON</p>  <p>STRENGTH 8</p> <p>A huge Gold Dragon is terrifying to behold. It will remain here until it is killed.</p>	<p>ENEMY-DRAGON 2 Dragon-ENEMY SURPRISE ATTACK</p>  <p>EVENT 1</p> <p>A Dragon swoops down from the clouds and attacks you. You are so surprised that you cannot defend yourself. You must lose one die from your score. The Dragon then flies on to the desert plain.</p>	<p>ENEMY-DRAGON 2 Dragon-ENEMY DRAGON RACE</p>  <p>EVENT 1</p> <p>STRENGTH 7</p> <p>Hope that you are a Dragon. All players must immediately fight a combat against a Dragon with a strength of 7.</p>	<p>FOLLOWER 5 FOLLOWER DRAGON RIDER</p>  <p>The Dragon rider will join you as a follower. While he is your follower you may add 2 to your score in a combat against Dragons.</p>	<p>ENEMY-DRAGON 2 Dragon-ENEMY DRAGON PRINCE</p>  <p>STRENGTH 9</p> <p>One of the most powerful dragons ever hatched has made his home in this area. He will remain here until it is killed.</p>	<p>ENEMY-DRAGON 2 Dragon-ENEMY DRAGON SLEEP</p>  <p>EVENT 1</p> <p>The Wind is stirred and the Dragon King will sleep. Place three cards face down to show this. A Dragon King will sleep until his score is reduced by 3 points. If it is attacked and survives the combat a card up from the suit face up to show this.</p>
<p>ENEMY-DRAGON 2 Dragon-ENEMY EMERALD DRAGON</p>  <p>STRENGTH 7</p> <p>The Dragon breathes fire on you. You must roll equal to or less than 7. If you survive you must fight a combat with the Dragon using the normal rules.</p>	<p>ENEMY-DRAGON 2 Dragon-ENEMY SHADOW DRAGON</p>  <p>STRENGTH 8</p> <p>This foul creature has made its lair here. It will remain here until it is killed.</p>	<p>ENEMY-DRAGON 2 Dragon-ENEMY DRAGON CLITTSIS</p>  <p>EVENT 2</p> <p>If you lose and the Sacrificial Stone is not in play, you lose a life and the Sacrificial Stone is not in play.</p>	<p>ENEMY-DRAGON 2 Dragon-ENEMY SEA DRAGON</p>  <p>STRENGTH 8</p> <p>A huge sea Dragon has left his watery realm and is terrorizing this area. It will remain here until it is killed.</p>	<p>ENEMY-DRAGON 2 Dragon-ENEMY AMBER DRAGON</p>  <p>STRENGTH 7</p> <p>The Dragon breathes fire on you. You must roll equal to or less than 7. If you survive you must fight a combat with the Dragon using the normal rules.</p>	<p>PLACE 6 PLACE CAVE OF BONES</p>  <p>Roll a die. If you decide to enter the Cave (2 = Danger, 3 = Fight a Dragon Combat, 4 = Fight a Dragon Combat, 5 = Fight a Dragon Combat, 6 = Move the Crown of the Dragon King).</p>	<p>OBJECT-DRAGON 5 Magic-OBJECT MAGIC BANNER</p>  <p>The Magic Banner inspires your followers. As long as you have any followers in play, you may add 1 to your score in a combat in which you are the Dragon King.</p>	<p>OBJECT 5 OBJECT LANCE</p>  <p>The Lance may only be used by characters mounted on a horse. It cannot be used in a combat in which you are the Dragon King. If you roll a 1 for the first time, the Lance is destroyed.</p>	<p>OBJECT-DRAGON 5 Magic-OBJECT HEALING POTION</p>  <p>You may drink this potion at any time to heal all of your life back to your normal strength. The potion is destroyed after you have used it.</p>	<p>OBJECT-DRAGON 5 Magic-OBJECT DRAGONSKULL WAND</p>  <p>The Wand is stirred with the Dragon King will sleep. Place three cards face down to show this. A Dragon King will sleep until his score is reduced by 3 points. If it is attacked and survives the combat a card up from the suit face up to show this.</p>
<p>ENEMY-DRAGON 2 Dragon-ENEMY DRAGON PRINCE</p>  <p>STRENGTH 9</p> <p>One of the most powerful dragons ever hatched has made his home in this area. He will remain here until it is killed.</p>	<p>ENEMY-DRAGON 2 Dragon-ENEMY MOUNTAIN DRAGON</p>  <p>STRENGTH 8</p> <p>The Dragon breathes fire on you. You must roll equal to or less than 8. If you survive you must fight a combat with the Dragon using the normal rules.</p>	<p>EVENT 1 EVENT DRAGON DAWN</p>  <p>EVENT 1</p> <p>Any Dragons that are asleep immediately wake up.</p>	<p>OBJECT-DRAGON 5 Magic-OBJECT PSYCHIC WAND</p>  <p>This Wand allows you to use your mind to control your strength in a combat.</p>	<p>OBJECT-DRAGON 5 Magic-OBJECT DRAGON CROWN</p>  <p>As long as you are wearing the Crown, you may add 2 to your score in a combat with a Dragon or Wyvern breathing fire on you.</p>	<p>OBJECT-DRAGON 5 Magic-OBJECT DRAGON CROWN</p>  <p>Roll a die. If you decide to enter the Cave (2 = Danger, 3 = Fight a Dragon Combat, 4 = Fight a Dragon Combat, 5 = Fight a Dragon Combat, 6 = Move the Crown of the Dragon King).</p>	<p>OBJECT-DRAGON 5 Magic-OBJECT MAGIC ARROW</p>  <p>You may fire the arrow at the start of any combat. If you roll a 1, 2, 3, 4, 5, or 6, including the Dragon King die, you may add 1 to your score in a combat. If you roll a 1, 2, 3, 4, 5, or 6, including the Dragon King die, you may add 1 to your score in a combat.</p>	<p>OBJECT-DRAGON 5 Magic-OBJECT MAGIC LINKARD</p>  <p>As long as you have this magical linkard you may heal your life back to your normal strength whenever you land on the Heaven space.</p>	<p>OBJECT-DRAGON 5 Magic-OBJECT HORN OF HORROR</p>  <p>You may blow the Horn to an attempt to scare away any Dragons you are fighting. If you roll a 1, 2, 3, 4, 5, or 6, including the Dragon King die, the Horn is destroyed and you do not have to fight it.</p>	<p>OBJECT-DRAGON 5 Magic-OBJECT GOLDEN GANGLIET</p>  <p>As long as you have this Gangliet you may add 2 to your strength in a combat.</p>
<p>ENEMY-DRAGON 2 Dragon-ENEMY GOLD DRAGON</p>  <p>STRENGTH 8</p> <p>The Dragon breathes fire on you. You must roll equal to or less than 8. If you survive you must fight a combat with the Dragon using the normal rules.</p>	<p>OBJECT-DRAGON 5 Magic-OBJECT CRADLER'S AXE</p>  <p>This Axe is a powerful magical artifact. It will remain here until it is killed.</p>	<p>OBJECT 6 Magic-OBJECT DRAGON SKULL</p>  <p>For every skull you exchange the Dragon King will add 1 to your score in a combat with a Dragon or Wyvern breathing fire on you.</p>	<p>OBJECT-DRAGON 5 Magic-OBJECT DRAGON BANE</p>  <p>This powerful magical artifact will destroy any Dragon or Wyvern breathing fire on you. It will remain here until it is killed.</p>	<p>OBJECT 5 OBJECT MORNING STAR</p>  <p>The Morning Star is a powerful magical artifact. It will remain here until it is killed.</p>	<p>PLACE 6 PLACE WIZARD'S TOWER</p>  <p>You may enter the tower if you wish. If you do, you may add 1 to your score in a combat with a Dragon or Wyvern breathing fire on you. If you roll a 1, 2, 3, 4, 5, or 6, including the Dragon King die, you may add 1 to your score in a combat.</p>	<p>FOLLOWER 5 FOLLOWER DRAGONET</p>  <p>This strange little creature joins you as a follower. While he is your follower you may add your roll to your score in a combat with Dragons.</p>	<p>FOLLOWER 5 FOLLOWER STORM GIANT</p>  <p>The Giant becomes your follower and will join you as a follower. He has a strength of 5 and a roll of 3. If he loses the combat you must place the Crown of Command and fight the Dragon King.</p>	<p>PLACE 6 PLACE THE GREAT PORTAL</p>  <p>You may attempt to open the Portal. If you do, you may add 1 to your score in a combat with a Dragon or Wyvern breathing fire on you. If you roll a 1, 2, 3, 4, 5, or 6, including the Dragon King die, you may add 1 to your score in a combat.</p>	<p>EVENT 1 EVENT DEADLY RIVALS</p>  <p>As long as you have this Gangliet you may add 2 to your strength in a combat.</p>



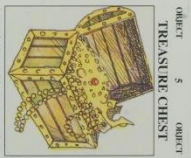
EVENT 1
ELECTRICAL STORM

A terrible storm thunders over the land. Any player who is wearing a sword or shield is struck by lightning and must lose a life.



PLACE 6
TREASURE HOARD

Place a total of eight gold counters here when revealed. You may take any gold counter from this space. When all eight gold counters have been taken place this card on the discard pile.



OBJECT 5
TREASURE CHEST

Discard this card in exchange for a total of eight gold counters equal to the number of one dice.



OBJECT 5
DRAGON BLOOD

You may drink this potion at any time. When you drink it you must strength for the rest of the turn. Discard this card after you have drunk the potion.



EVENT 2
CLOUD DRAGON

A monstrous Cloud Dragon is terrorizing this area. He will remain here until all of your gold counters are used.



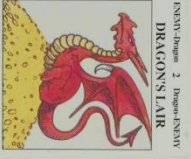
EVENT 2
DRAGON PRINCE

One of the Dragon King's younger brothers has made his home in this area. He will remain here until killed.



EVENT 3
ZOMBIE DRAGON

A terrifying Zombie Dragon is terrorizing this area. It will remain here until it is killed.



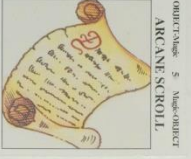
EVENT 2
DRAGON'S LAIR

This is the Dragon King's lair. A huge hoard of treasure and will remain here until it is killed. If you defeat many gold counters, you will take this area.



OBJECT 5
MAGIC MACE

You may add 2 to your strength in any battle in which you use the mace. Discard this card after you have used the mace.



OBJECT 5
ARCANE SCROLL

If you encounter a Demon from any spell on this scroll, you may use the scroll on the spell to force it to attack you. If you choose not to fight the Demon, you may discard the scroll. If you have used the scroll, you may not use it again.



OBJECT 5
DRAGON'S TEETH

You may cut the Dragon's Teeth to add to your strength. The number of teeth you may cut is equal to the number of lives you have lost. Discard the teeth after you have used them.



EVENT 1
SHAMAN'S BONES

Cast the bones on the discard pile and take a spell to replace them.



OBJECT 5
MAGIC SHIELD

If as a result of combat you have a strength of 4, 5 or 6, the Magic Shield has protected you and you do not lose strength. If you do not lose strength, though, you still lose the combat.



PLACE 6
EAGLE'S LAIR

Place this card in the Eagle space. If you are in the Eagle space, you may attack the Dragon King. The Eagle has left its nest and is ready to attack. The Dragon King has been collected.



OBJECT 6
DRAGON EGGS

You may exchange these Eggs for a Dragon. The Dragon King has protected you and you do not lose strength. If you do not lose strength, though, you still lose the combat.



OBJECT 5
MAGIC HELMET

If as a result of combat you have a strength of 4, 5 or 6, the Magic Helmet has protected you and you do not lose strength. If you do not lose strength, though, you still lose the combat.



OBJECT 5
DRAGON SCALE SHIRT

If as a result of combat you have a strength of 4, 5 or 6, the Dragon Scale Shirt has protected you and you do not lose strength. If you do not lose strength, though, you still lose the combat.



EVENT 2
STORM DRAGON

If you are wearing armor or a shield, you may use it to fight the Storm Dragon. If you are not wearing armor or a shield, you may not use it to fight the Storm Dragon.



OBJECT 5
DRAGON TEARS

These rare gems can be exchanged for a Dragon. The Dragon King has protected you and you do not lose strength. If you do not lose strength, though, you still lose the combat.



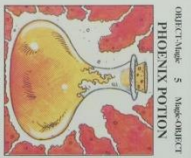
OBJECT 5
RING OF COMMAND

You may use this ring to exchange one of your strength for one of the Dragon King's strength. If you do not lose strength, though, you still lose the combat.



OBJECT 5
BOOK OF DRAGON LORE

As long as you have the fire from a Dragon, you may read the Book of Dragon Lore. The number of pages you may read is equal to the number of lives you have lost. Discard the book after you have used it.



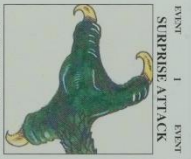
OBJECT 5
PHOENIX POTION

You may drink this potion when a Dragon is slain. The Phoenix Potion will restore your strength to 1. If you have lost all of your strength, you may drink the Phoenix Potion to restore your strength to 1.



OBJECT 5
DRAGON VENOM

If you have lost or are losing strength, you may drink the Dragon Venom. The Dragon Venom will restore your strength to 1. If you have lost all of your strength, you may drink the Dragon Venom to restore your strength to 1.



EVENT 1
SIRPRISE ATTACK

A Dragon swoops down from the sky and attacks you. If you are in the Eagle space, you may attack the Dragon. If you are not in the Eagle space, you may not attack the Dragon.



OBJECT 5
WYVERN STAFF

You may use this staff to attack a Dragon. The Dragon King has protected you and you do not lose strength. If you do not lose strength, though, you still lose the combat.



EVENT 5
DRAGONSLAYER

The Dragon King has slain a Dragon. You may add 2 to your score in this area. If you have lost all of your strength, you may add 2 to your score in this area.



EVENT 5
GOBLIN ENMITY

The Goblin King has slain a Dragon. You may add 2 to your score in this area. If you have lost all of your strength, you may add 2 to your score in this area.



OBJECT 5
DRAGONWING CAPE

If you are wearing a cape, you may use it to fight a Dragon. If you are not wearing a cape, you may not use it to fight a Dragon.



OBJECT 5
EXORCIST'S BLADE

This rare blade can be exchanged for a Dragon. The Dragon King has protected you and you do not lose strength. If you do not lose strength, though, you still lose the combat.



OBJECT 5
DRAGON AMULET

You may use this amulet to exchange one of your strength for one of the Dragon King's strength. If you do not lose strength, though, you still lose the combat.



OBJECT 5
CROWN OF DOMINATION

You may use this crown to attack a Dragon. The Dragon King has protected you and you do not lose strength. If you do not lose strength, though, you still lose the combat.



OBJECT 5
MAGIC RING

You may use this ring on another Dragon. The Dragon King has protected you and you do not lose strength. If you do not lose strength, though, you still lose the combat.



PLACE 6
SACRIFICIAL STONE

The Dragon King has slain a Dragon. You may add 2 to your score in this area. If you have lost all of your strength, you may add 2 to your score in this area.



PLACE 6
ALTAR OF BREED

The Dragon King has slain a Dragon. You may add 2 to your score in this area. If you have lost all of your strength, you may add 2 to your score in this area.



PLACE 6
BLACK TEMPLE

The Dragon King has slain a Dragon. You may add 2 to your score in this area. If you have lost all of your strength, you may add 2 to your score in this area.



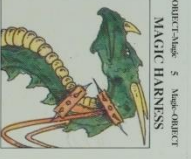
OBJECT 5
BRACELET OF MIGHT

The bracelet gives you the strength of a Dragon. As long as you have a Dragon, you may use the bracelet to attack a Dragon. The Dragon King has protected you and you do not lose strength. If you do not lose strength, though, you still lose the combat.



EVENT 1
DRAGON RAID

A horde of Dragons attack the Dragon King's lair. You may add 2 to your score in this area. If you have lost all of your strength, you may add 2 to your score in this area.



OBJECT 5
MAGIC HARNESS

If you defeat a Dragon in combat, you may use the Magic Harness to attack another Dragon. The Dragon King has protected you and you do not lose strength. If you do not lose strength, though, you still lose the combat.

















OBJECT 5
ROD OF DRAGON FIRE

You may use the Rod to send a fireball at any one opponent just before you attack. The Dragon King has protected you and you do not lose strength. If you do not lose strength, though, you still lose the combat.




EVENT 2
DRAGON CUT TITS

If you lose and the Sacrificial Stone is in play, you lose a life and the Sacrificial Stone is not in play. If you lose and the Sacrificial Stone is not in play, you lose a life.

<p>DRAGON SLAYER SPECIAL ABILITIES</p> <p>Alignment: NEUTRAL. Start: CROWN</p> <p>1. You do not have to roll a die in the target unless you wish to.</p> <p>2. You may not be affected by the special abilities of any Dragon unless any circumstances. If you encounter a Dragon, you may not be affected by its special abilities. You may not be affected by its special abilities.</p> <p>3. When you are in combat with a Dragon, you may not be affected by its special abilities. You may not be affected by its special abilities.</p> <p>4. You may not use armor or a shield.</p> <p>5. You are not affected by the Stone.</p>	<p>DRAGON RIDER SPECIAL ABILITIES</p> <p>Alignment: GOOD. Start: FOREST</p> <p>1. You do not have to roll a die in the forest unless you wish you have accept the result of the die roll.</p> <p>2. You may not be affected by the special abilities of any Dragon unless any circumstances. If you encounter a Dragon, you may not be affected by its special abilities. You may not be affected by its special abilities.</p> <p>3. If you defeat a Dragon in combat, you may not be affected by its special abilities. You may not be affected by its special abilities.</p> <p>4. You may not be affected by its special abilities. You may not be affected by its special abilities.</p> <p>5. You may not be affected by its special abilities. You may not be affected by its special abilities.</p>	<p>DRAGON SLAYER</p> 
<p>DRAGON PRIEST SPECIAL ABILITIES</p> <p>Alignment: EVIL. Start: RAINYWOOD</p> <p>1. You start the game with one special object from the purchase deck.</p> <p>2. You may, if you wish, take a special object from the purchase deck.</p> <p>3. You are not affected by the Stone.</p> <p>4. You may take any Dragon into your possession. You may not be affected by its special abilities. You may not be affected by its special abilities.</p> <p>5. You may take any gold that other players have in their possession and keep them for yourself. Take the gold as you wish.</p>	<p>QUESTING KNIGHT SPECIAL ABILITIES</p> <p>Alignment: GOOD. Start: CAVE</p> <p>1. You start the game with a sword and a shield. Take one of each of the special objects from the purchase deck.</p> <p>2. You may not be affected by the special abilities of any Dragon unless any circumstances. If you encounter a Dragon, you may not be affected by its special abilities. You may not be affected by its special abilities.</p> <p>3. If you defeat a Dragon in combat, you may not be affected by its special abilities. You may not be affected by its special abilities.</p> <p>4. You may not be affected by its special abilities. You may not be affected by its special abilities.</p> <p>5. You may not be affected by its special abilities. You may not be affected by its special abilities.</p>	<p>DRAGON RIDER</p> 
<p>FROST DRAGON</p> <p>INFORMATION: 2. Frost-Dragon</p>  <p>STRENGTH 7</p> <p>A terrifying Frost Dragon is found in the mountains. It is well known for its ability to breathe fire.</p>	<p>DRAGON KING</p> <p>INFORMATION: 2. Dragon King</p>  <p>STRENGTH 12</p> <p>If you defeat the Dragon King you win the game. You may not be affected by his special abilities. You may not be affected by his special abilities.</p>	<p>DRAGON PRIEST</p> 
<p>DRAGON SLEEP</p> <p>INFORMATION: 1. Dragon Sleep</p>  <p>STRENGTH 7</p> <p>Dragon Sleep is a powerful spell that causes a Dragon to fall asleep. It is well known for its ability to breathe fire.</p>	<p>DRAGON CLUTSIS</p> <p>INFORMATION: 2. Dragon Clutis</p>  <p>STRENGTH 3</p> <p>If you use the Dragon Clutis you may not be affected by the special abilities of any Dragon unless any circumstances. If you encounter a Dragon, you may not be affected by its special abilities. You may not be affected by its special abilities.</p>	<p>QUESTING KNIGHT</p> 
<p>DRAGON RAGE</p> <p>INFORMATION: 1. Dragon Rage</p>  <p>STRENGTH 7</p> <p>Dragon Rage is a powerful spell that causes a Dragon to become enraged. It is well known for its ability to breathe fire.</p>	<p>DRAGON DAWN</p> <p>INFORMATION: 1. Dragon Dawn</p>  <p>STRENGTH 5</p> <p>Any Dragon that are asleep immediately wake up.</p>	<p>DRAGON SLEEP</p> 
<p>DRAGON RAGE</p> <p>INFORMATION: 1. Dragon Rage</p>  <p>STRENGTH 7</p> <p>Dragon Rage is a powerful spell that causes a Dragon to become enraged. It is well known for its ability to breathe fire.</p>	<p>DRAGON CLUTSIS</p> <p>INFORMATION: 2. Dragon Clutis</p>  <p>STRENGTH 3</p> <p>If you use the Dragon Clutis you may not be affected by the special abilities of any Dragon unless any circumstances. If you encounter a Dragon, you may not be affected by its special abilities. You may not be affected by its special abilities.</p>	<p>DRAGON SLEEP</p> 

HOW TO PLAY TALISMAN DRAGONS

In order to play Talisman Dragons you simply need to add the new adventure cards and character cards to the appropriate card decks, and place the Dragon King card on the Crown of Command space in the centre of the board. The normal victory conditions from Talisman are not used for Talisman Dragons, and you may not use the alternative endings cards from Talisman The Adventure. Instead, any player that lands on the Crown of Command space must encounter the Dragon King and attempt to defeat him to win the game.



Talisman Dragons Sheet 3. © Copyright Games Workshop Ltd. 1993. All rights reserved.

Why not this holiday put down the mince pies and sherry and arrange your well-thumbed cards back into their original order. Its great fun for all the family and also great for shedding a few seasonal pounds. (Archived 2nd edition and the Adventure are shrink wrapped and we 'aint breaking that ancient seal for no one.)

Bolt Thrower or Bust

Details of this funny little game can be found on Talisman Island here

<https://www.talismanisland.com/features/bolt-thrower-or-bust/>

Reporter New made all new cards and board for this little game with an even more Talismany theme. The team here at Talismanorak had the set printed and here is what it looks like.



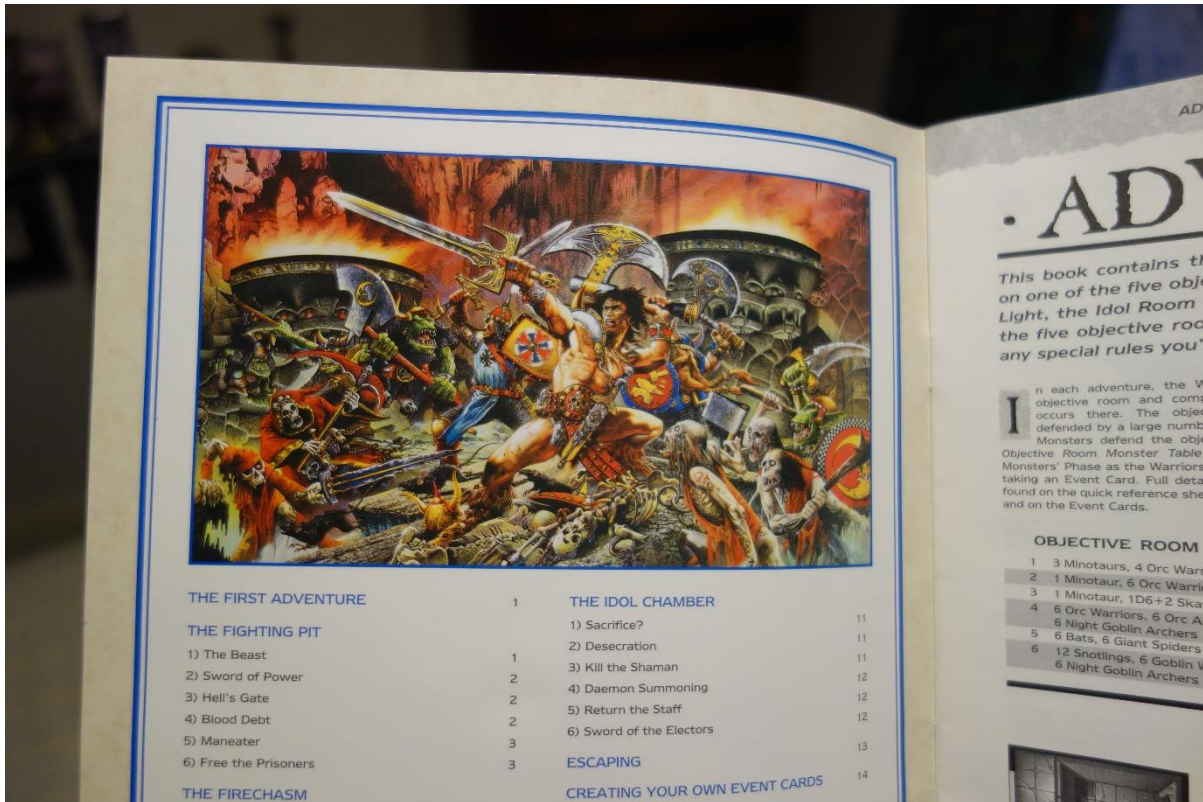
Talisman 3rd Edition in WarhammerQuest

News about artwork similarities with 3rd edition and WarhammerQuest cards can be found on Talisman Island here

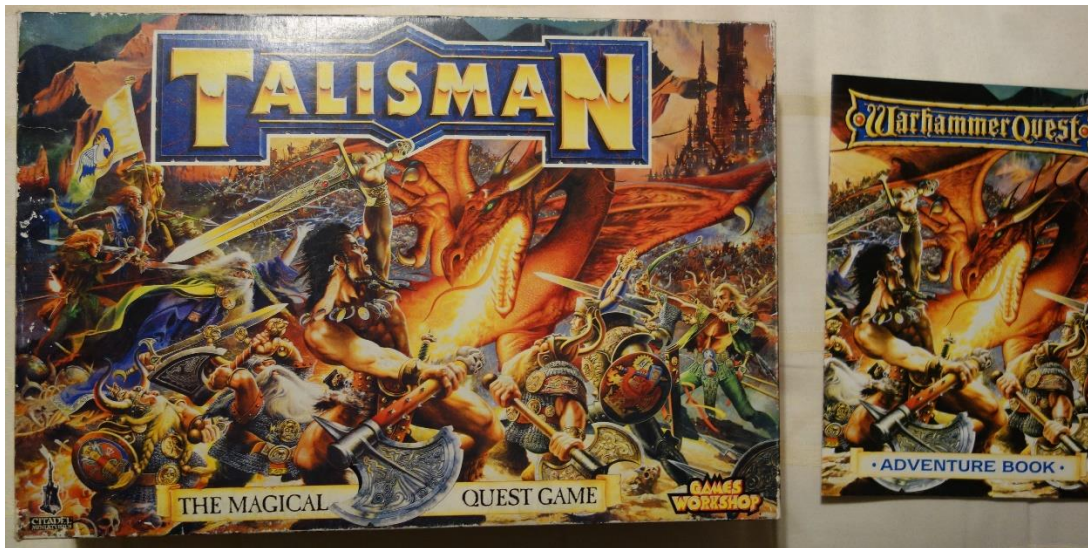
<https://www.talismanisland.com/features/shared-artwork/warhammer-quest-artwork/>

It seems that 3rd edition box art was used for two of the Deathblow magazines. Deathblow Magazine was a publication EXCLUSIVELY dedicated to Warhammer Quest! It contained new scenarios and adventures (GM and/or non-GM versions), new Warriors, new Settlements, and new Rules!





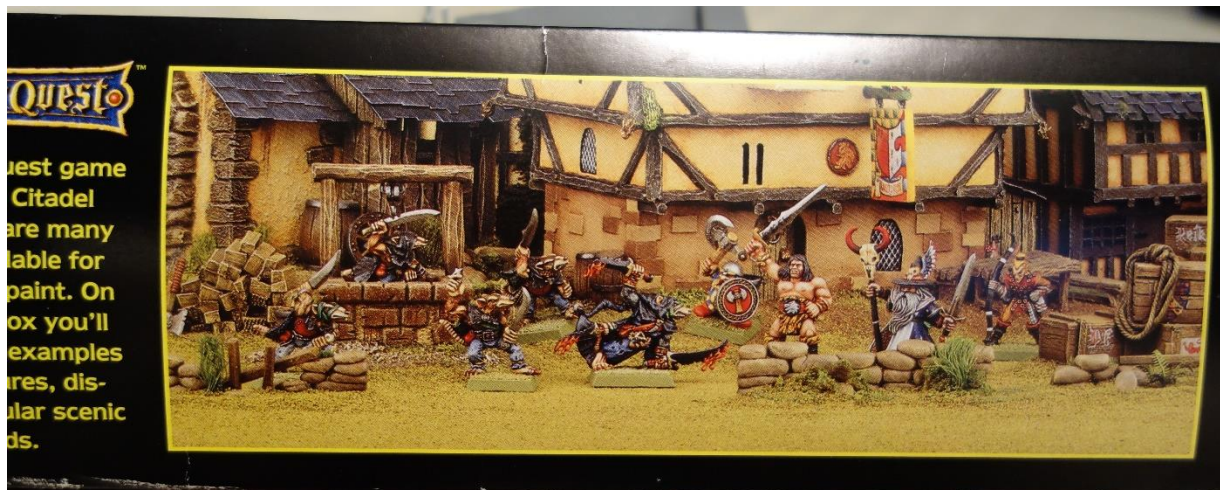
Geoff Taylor's complete piece of artwork found on the Dungeon of Doom box can be found on the inside cover of the Adventure book.



There also seems to be crossovers with the miniatures in the photography that adorns the box and rule booklets.



CITADEL MINIATURES DISPLAYED IN A CAREFULLY PREPARED DIORAMA SETTING.



Quest

quest game
Citadel
are many
table for
paint. On
box you'll
examples
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Is that the Talisman warrior and wizard I see on the box and inside cover of the Role Play book?
Neither of these minis come with Warhammer Quest though the Minotaur and Skaven did.

Christmas fashion tips for the Talismanista around town

Show your support for your favourite journal with this chic and stylish apparel by Storm River clothing. Guaranteed blizzard repellent, blood stain resistant, valley of fire proof and can be converted into a sail for that make shift raft. Wearers also get an automatic saving throw of a 6 when worn at parties and social gatherings.



TALISMANORAK

Well that's all folks for another edition of the Talismanorak. To all our readers I hope you all have a lovely festive Christmas and God Bless and happy adventuring in to the New Year.

