

FAERIELAND

A Talisman Expansion created by Peter Hansson

Entering Faerieland

You cannot voluntarily enter Faerieland. However, when you finish a move in one of the Woods, Forest or Cursed Glade spaces there is a chance that you are immediately transported to Faerieland without encountering the space you landed on. Except, of course, when you are leaving Faerieland.

For instance, upon landing on a Woods space, you would immediately roll a 6 sided die. On a roll of 5 or 6, you do not encounter the space; instead you are transported to the Faerieland expansion.

It doesn't matter how you end up in the space. It could be by normal movement, teleportation, or any other method. The general rule is; if you are about to encounter the space, there is a chance you might end up in Faerieland instead.

There are also a number of cards in the adventure deck and other expansions that will allow you to enter Faerieland. If you do so just follow the rules below to see where you start your journey.

When you are moved to Faerieland, all your objects and followers move with you. To see where you start in Faerieland, roll 1D and consult the table to the right.

You immediately encounter the space you land on upon entering Faerieland.

Region	Space	Chance (1D)
Outer:	Woods (3)	5-6
	Forest (1)	6
Middle:	Woods (1)	5-6
	Cursed glade (1)	4-6

1D	Space
1	Forest of Wonders
2	Blissful Wood
3	Death Cap Forest
4	Faraway Forest
5	Dense Woodlands
6	Glamour wood

Movement

Before you roll for movement the first time in Faerieland you have to decide if you would like to move clockwise or counter-clockwise around the board. Once this decision is made, you cannot change your direction unless instructed to do so by a card.

Players that may modify their movement may still do so.

Encountering Spaces

When you encounter a space in Faerieland you follow the instructions on the board. If the space tells you to pick flowers, take flower counters and put them on your character. See the section Flower Counters for more information.

The corners of the board follow special rules. These rules are also printed on large cards for your convenience

Spider Marshes

Poisonous spiders and bloodsucking leeches are everywhere.

You must roll less than your strength on 1D or lose 1 life.

Then you must roll less than your craft on 1D or lose 1 more life.

Then for each of your flower counter, roll 1D. On a roll of 1 or 2 discard that flower counter.

Troll Bridge

The troll under the bridge is hungry and demands a toll.

You must fight him first. The trolls strength is 12.

If you win the fight he will not harm you.

If you lose the fight the troll will eat your followers. Roll 1D for each of your followers. On a 4-6 the troll will eat that follower. (Discard the card.)

Goblin Mountain

The Goblin Mountains are a dangerous place to travel. Roll 1D to determine what happens:

- 1: You are attacked by 1D goblins of strength 3. If you lose a fight you are imprisoned for 2 turns.
- 2: You must fight the Goblin King, strength 6. If you win, gain 1D gold.
- 3: You are robbed of all your gold and items.
- 4: You are lost and leave Faerieland (see the rules).
- 5: You find some loot. Gain 1D gold.
- 6: The treasure hall is found. Search the adventure discard pile for one magic object.

Faeriequeen's Palace

You must give the Faeriequeen a gift of 1 gold, 1 magical object or 2 flower counters. If you cannot give her a gift she will cast you out of Faerieland (see the rules).

While in the Faeriequeens Palace you cannot lose any life. You may be healed up to your starting quota. For each life healed in this way, miss 1 turn.

Before rolling for movement you may reverse your direction of travel.

Roll 1D for each upturned faeries card in Faerieland. On a 4+ that card goes to the discard pile.

Leaving Faerieland

Leaving Faerieland might be easier than you think. There are two ways to leave Faerieland: voluntarily, or by force.

You may leave Faerieland voluntarily only when you start your move in a space containing a number within a green circle in its upper right corner. This number is what you have to roll equal to or higher to on two 6 sided dice in order to leave Faerieland. If you fail this roll you have to stay in Faerieland and roll for movement.

If you succeed, you roll 2D to see where you end up. You may add 1 to the roll for every flower counter you have.

If you have been thrown out of Faerieland, roll 2D to see where you end up. For each ENEMY-Fey card you have not traded for extra strength or craft subtract 1 from the roll. For each flower counter you have add 1 to the roll.

When you leave Faerieland (for any reason) you must discard all your flower counters. They cannot leave the board and are returned to the flower stock pile.

Flower Counters

All flower counters not in use are kept in the Flower Stock pile at the centre of the board. Players may acquire flower counters by picking them on spaces containing instructions to pick flowers or by cards drawn. If you defeat another player in combat or psychic combat you may take a flower counter from them if you could have taken a gold counter.

Flower counters may be used by instructions on the board or on cards. If you lose, spend or pay anything with flower counters they are returned to the flower stock pile. Flower counters are never dropped on a space.

Flower counters do not count as objects. A player may carry any number of flower counters. Carried flower counters must be visible and the player's amount is free for all to see.

When you leave Faerieland (for any reason) you must discard all your flower counters. They cannot leave the board and are returned to the flower stock pile.

Leaving Faerieland

2D	Space
2	Warp Gate (Timescape)
3	Dungeon Entrance (Dungeon)
4	City Gate (City) or City
5	Village
6	Tavern
7	Hills, middle region
8	Woods, middle region
9	Hidden Valley
10	Warlock's Cave
11	Oasis
12	Temple
13	Castle
14	Portal of Power
15+	Plain of Peril

Thrown out of Faerieland

2D	Space
-0	Crags
1-2	Chasm
3-4	Forest
5	Cursed Glade
6	Any Field space in outer region
7	Any Plain space in outer region
8	Any Hill space in outer region
9	Any Wood space in outer region
10	Ruins
11-12	Tavern
13-14	Village
15+	City

Special Characters

There are some extra rules to a few of the original characters from the game. These rules only apply when the character is inside the Faerieland.

TROLL

You may take any **Enemy-Troll** as your follower, except for the Troll King. As a follower the Troll will fight a combat for you. Win or lose the Troll is then discarded.

You and your followers are always safe at the Troll Bridge.

SPRITE

Whenever you enter Faerieland you get two flower counters. At the beginning of your turn if you do not have a flower counter you get one.

HOBGOBLIN

You do not have to roll on the Goblin Mountain to see what happens. If you do roll you must follow the result.

LEPRECHAUN

You may evade any **Enemy-Fey** card on a 4+.

ORC

You may evade any **Enemy-Troll** card on a 4+. You do not have to roll on the Goblin Mountain to see what happens. If you do roll you must follow the result.

DARK ELF

You do not have to roll to avoid losing life in the Spider Marches. You must however still check your flower counters. You may not be healed at the Faeriequeen's Palace.

ELF

You do not have to bring any gifts to the Faeriequeen in the Faeriequeen's Palace. She will not throw you out of faerieland.