

BLACK TOWER RULES

Rapunzel, Rapunzel....

Background

The air becomes dark when the Black Tower appears. To enter or not to enter is the question. How has it appeared and where will it go ? You don't know the answer. Ghostly green light comes out of the doorway and you know this will be the last chance to enter. As you make to step in you become a subject of rules you never heard before:

The Black Tower is based on a novel of Michael Moorcock, the Elric Saga. It described a Tower with has no roots in any world. The Tower jumps between the border of the world and will not be seen any longer than one day. Master of the Tower is the Magician Volodion Ghagnasdiak who becomes mad. I hope you will not meet him.

The Tower was made in 1991 and redesigned in 1999. I want to thank Sam Wallace for the idea and design of the Treasure Cards and Marijan van de Gaag for the idea of the Sea Realm.

For any comments or queries regarding the Black Tower expansion or any other of his creations, please contact Carsten via e-mail at C.Both@nico-pyro.de

Enjoy your stay.....

Rules

1. You can only move anti-clockwise in the Black Tower. The Tower alters the rooms and doorways after you pass through them.
2. You can use Spells or Magic Objects without any restrictions (see rule 11).
3. The Black Tower is a separate region. It does not count for Outer, Middle or the Timescape regions.
4. You have to draw cards at many spaces in the Tower. Generally you have to do what is written on the cards, but there are some exceptions -
 - 4.1. Places will only appear for one round. The Magic of the Tower will destroy them after this period. Discard them.
 - 4.2. Events will be played as normal with some exceptions, Weather Events (Storm, Plague, Pestilence, Ice Bridge, Blizzard, Flood, Starrain, Fog etc), Geological Events (Volcano, Super Nova etc), City Events and Events dealing with the directions or communities (Milestone, River Barge, Marketday etc) will not work in the Black Tower. You have to draw another card. If this card is an Event again, you have to put one Spell in the Spellbook of the Magician. No card will be draw again.
 - 4.3. Strangers have no restrictions in the Black Tower.
5. You can not draw a card on an Exit space, but you can decide to leave or stay in the Tower. If the player leaves, he will be placed on the space, the Exit shows. He has to do the order of the field. The Tower will appear at this space for on turn. All other players can enter it, if they manage to arrive this field in their next round.

6. If you enter the Tower you will arrive at the Entrance space. It is the same as the Exit to the Plain of Peril. There will be no other way to enter the Tower. You have to leave your Horse, Horse and Cart, Elephant, Camel etc (due to the size) if you want to enter the Tower.

7. There will be four ways to enter the Tower. Firstly you draw an Adventure card which allows you to enter, secondly you use a Spell with the same name, thirdly someone leaves the Tower (see rule 5) and you managed to arrive in your next round, fourthly you ask a wise man where the Tower will appear (see rule 8).

8. You can ask the Hermit, Street Sage, Oracle or the Student of the Wizard for the next appearance of the Tower. If you pay them 2 Bags of Gold they will give you a hint. In your next turn the Tower will appear after your movement. It will be like you draw a Place card. If they is still a card (like a Dragon) you first have to make the other card (fight the Dragon). The Tower will remain here for one round. Every other player who arrives in this period can enter too.

9. There are two ways to the Treasure Chamber. The way to and the way back from. You have to go: Archway - Corridor - Treasure Chamber - Aquarium - Archway. There is no other way due to the magic of the Tower.

10. You can see a new Adventure Card - Magic Twister. Its an update of the old card Magical Vortex. Please take the older card out of the deck.

11. If someone uses a Spell in the Tower there will be no restriction on it, but you have to put the Spell in the spellbook of the Magician and not on the Discard pile. The first player who enters the laboratory of the Magician can read all Spells and decide to change one with the Spell he already knows or take one without changing.

12. The Tower cannot appear twice the same time. If someone leaves the Tower (the Tower appears) and the next player draws the Black Tower card the Tower will jump to the second place where it has been drawn. But after one turn the Tower will leave again.

13. There are some restrictions for Special Abilities -
The Living Armor cannot be assassinated by the Assassin
The Amazon and the Centaur cannot use their abilities for movement
The Inquisitor cannot imprison other Players
The Orc cannot ride his Wolf
The Philosopher cannot look in the Tower Cards
and the Enchantress cannot draw two cards in the Tower.