

BLACK'S TAVERN RULES

Honestly Love! I only had the one!!

Background

Welcome friend! Come on in, pull up a chair, and order yourself a drink. Kick up your heels for a spell, there's plenty of camaraderie here. Folks 'round here have heard of you and your quest, and they might well be willing to lend a hand. 'Course, that might be a backhand, but you're a brave soul anyway! We've got dice games to help you build your wealth, lots of local folks to chat with, good food, and of course, excellent drink! We've even got a fresh cask of the wondrous Mystic Brew for a special price. Just hitch your horse and stroll on in.

Black's Tavern is an expansion set of the Talisman Second Edition Game designed by Rob Wingrove. It consists of a Tavern board, a deck of Tavern Patrons, a deck of Tavern Events, and optionally the Mystic Brew deck created by Jon New.

To celebrate the opening of Black's Tavern, the price of Mystic Brews has been dropped to a bargain 2 Gold.....!

If you have any praise or problems (or headaches), give [Rob](#) a shout. It's his round anyway!

Set Up

Place the Tavern board next to the Tavern space on the main board. Shuffle the Tavern Patrons and the Tavern Events decks and place them next to the Tavern board. If you are using the highly recommended Mystic Brew deck, shuffle it as well and place it on the barrel space at the bar on the Tavern board.

Rules

Entering Black's Tavern

Entering the Tavern is easy. You simply have to land on the Tavern space on the main board and end your turn there. This space is now assumed to be the entrance space for the new Tavern board. If you have any horses, mules, other mounts, or vehicles, these need to be left outside. Because they are hitched at a public establishment, they can't just be picked-up and made off with by anyone who happens to land there. They are yours to keep barring special circumstances like the Horse Thief, an Acquisition Spell, etc. On your next turn you may either enter Black's Tavern without rolling a die, or roll a die and move on like normal. If there are any Enemies on the Entrance space, they must be defeated before the Tavern can be entered.

Movement and Turns in Black's Tavern

There is no die roll required to move around the Tavern. You simply go wherever you wish, and you can occupy the same space as other patrons, players, etc. Each turn, you may only take one action, such as visiting one Patron, purchasing a drink, attacking another player (yes, you can get in bar fights!), or placing a bet at the dice table. You may stay in the Tavern as long as you wish.

Tavern Patrons

When the first player enters Black's Tavern, roll a die and draw that many cards from the Patrons deck. Place these wherever you like around the Tavern board, each on their own space. This set of Patrons will remain in the Tavern until the last Character leaves the Tavern. Once all the Characters have left, any Patrons in the Tavern are placed back in the deck and it is reshuffled. The process is repeated anytime a Character enters the "empty" Tavern.

You can visit only one Patron per turn. Follow the instructions on the Patron card when visiting a Patron. Most Patrons can be visited repeatedly, and the ones that can't will have it printed on the card. With respect

to all Spells, Events, Special Abilities, etc., Patrons should be treated as Stranger cards.

Example: Character "A" enters the Tavern at some point in the game when it is empty. He rolls a 3 for the Patrons, and draws the Wizard, the Butcher, and the Warlock's Apprentice. He'd like to visit the Wizard, but first decides to sample the local brew. While doing so, Character "B" enters the Tavern. The same Patrons remain, and there are no new die rolls for Patrons. After both Characters leave the Tavern, the face-up Patrons are re-shuffled into the Patron's deck.

Tavern Events

At the end of each player's turn that ends with the player still in the Tavern, they roll a die. If the result is a 1, they draw a card from the Tavern Events deck and follow the instructions on the card.

NOTE - You must print two copies of "Newcomer", "Newcomers", "Departure" and "Departures"

Purchasing Drinks

There are two types of drinks available at Black's Tavern: the House Special and the Mystic Brew. You may only order a single drink during your turn, and the action takes your full turn. The House Special costs 1 gold, and the Mystic Brew costs 2 gold. For the Mystic Brew, simply follow the results on the card. Discard the Mystic Brew cards until they are gone, and then reshuffle the deck. For the House Special, roll on the table on the board, which is reprinted here for your convenience:

1. You get blind drunk and miss a turn
2. You get drunk and enjoy yourself
3. Its tasty
4. You're enlightened, miss a turn and gain a Craft
5. You're invigorated, miss a turn and gain a Life
6. It's mystical, draw a Mystic Brew Card! (re-roll if not in play)

Note that on a result of 1, 4, or 5 you must miss your next turn, in addition to the turn you spent purchasing and consuming your drink.

Exiting the Tavern

When you decide to exit the Tavern, you announce your intentions at the beginning of your turn and roll a die for movement. Move out of the Tavern, counting the Entrance space as the first space, and then heading off in any direction from there as normal (if you rolled higher than a 1).

Miscellaneous Rules

If for any reason Objects or Followers are left in the Tavern, they are not reshuffled, they simply remain in the Tavern just as if they were laying on any other Outer Region space.

Black's Tavern is treated as the Outer Region, so any Spells, Events, etc. that affect people or things in the Outer Region also apply to everything in the Tavern.

For items that move around the board randomly, such as the Berzerker, they simply move past the Tavern using the Entrance space as one space.

If a Character starts in the Tavern space, they may elect to start outside at the Entrance, or inside the Tavern itself. If anyone starts inside, they roll for Tavern Patrons at the start of their first turn.

You may attack the Patrons if you are so inclined. Each has their Strength score printed on the card. This will constitute your normal action for the round. You may not keep defeated Patrons, they are simply sent packing to the discard pile.

If you opt to warm yourself by the fire you cannot decide to "break out" and forgo the healing. You are lulled

by the warmth and must wait until you are healed (although it is possible for other player's to attack you during this period!).

For any comments, questions, or suggestions regarding Black's Tavern, please contact Rob Wingrove via e-mail at wingrove@isd.net