



The game board represents a land once ruled by a powerful wizard. The wizard is now dead, but legend has it that if anyone can make their way through the perils of the various regions and discover the wizard's Crown of Command, they will be granted the power to become ruler of the land. It is this legend that has drawn here the various adventurers, each of whom seeks the Crown.

You are one of the adventurers, and you will meet powerful enemies, discover friends and magical objects, and meet strange beings on your journey. Finally, when you have gained sufficient power, you can cross the last and most dangerous region to secure the Crown of Command. But no matter how powerful you have become, your journey will have been in vain unless you have first found the TALISMAN.

## \*\*\*\*\*EQUIPMENT\*\*\*\*\*

### PLAYING BOARD

The board depicts the magic lands. It is divided into three *Regions*. Each region is sub-divided into *Spaces*. Each Space has its title (in colour) and Encounter instructions (in black) printed along its edge. The three Regions are:

#### THE OUTER REGION

This runs around the edge of the board and has green edging.

#### THE MIDDLE REGION

This is separated from the Outer Region by the Storm River and the Inner Region by the Fire Mountains. It is edged in blue.

#### THE INNER REGION

This is in the centre of the board. It is edged in buff.

### 104 ADVENTURE CARDS

These detail the various Events, Enemies, Strangers, Followers, Magic Objects, Objects, and Places that will be *Encountered* in the various Spaces during the game.

### 24 SPELL CARDS

These detail the various *Spells* that may be cast during the game.

### 14 CHARACTER CARDS & 14 PLAYING PIECE CARDS

The Character Cards detail the different Characters in the game and their *Special Abilities*. The Playing Piece Cards bear the illustrations of the Character they represent on each side. The Playing Piece Cards will slot into the plastic bases provided and will be used to represent the various Characters on the board.

### 4 TOAD CARDS

Characters may be turned into Toads during the game. When this happens, a Toad Card is substituted for that Character's Playing Piece Card.

### 4 TALISMAN & 28 PURCHASE CARDS

These detail Objects that players may obtain by means other than the Adventure Cards.

### 140 DIE-CUT COUNTERS

These should be separated into individual counters. They are used to record each Character's Strength (red counters), Craft (blue), Lives (green) and Gold (Yellow). The different denominations are simply to make play easier. For example, a red counter bearing a 4 represents 4 Strength points.

4 ALIGNMENT CHANGE CARDS

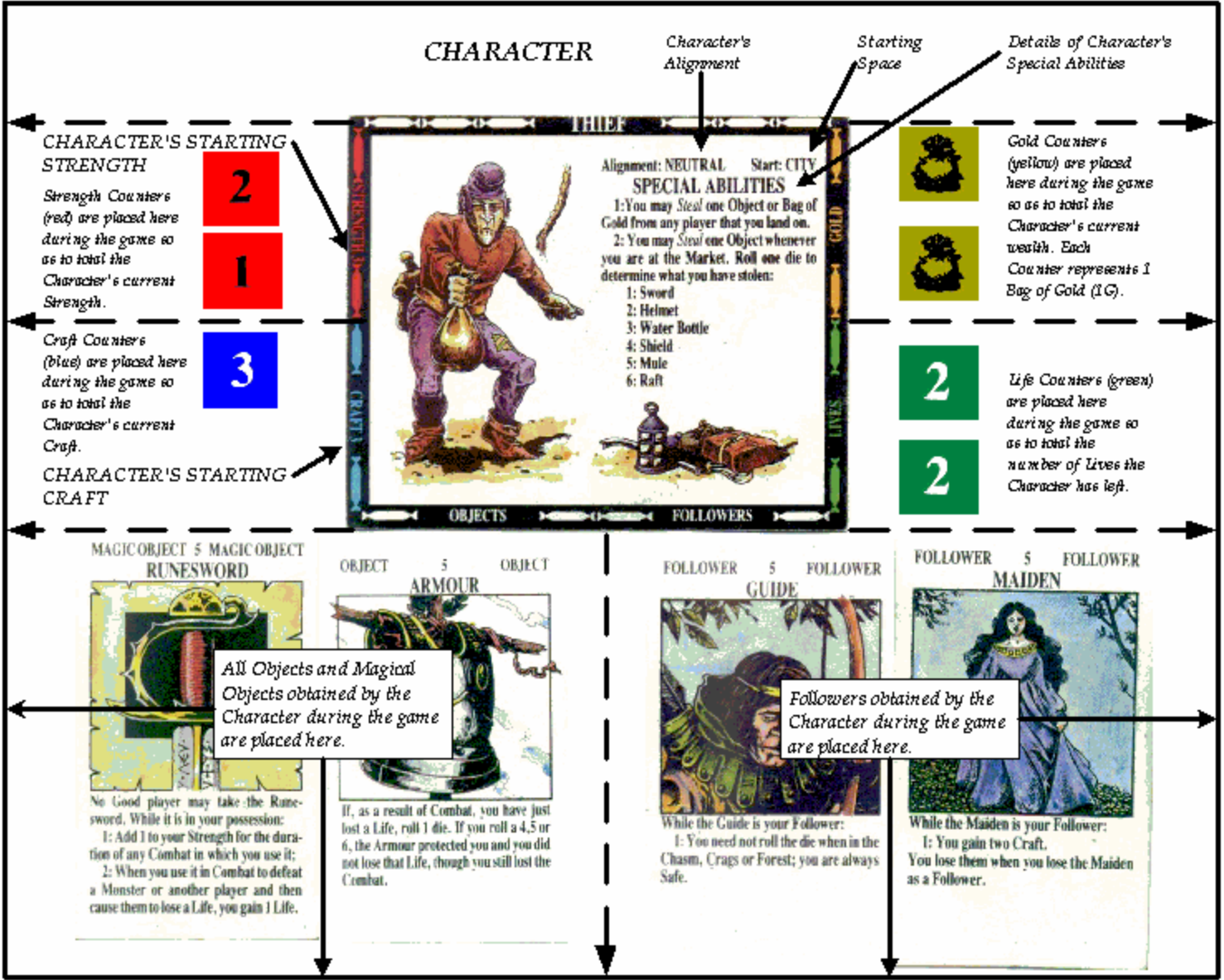
These have Evil on one side and Good on the other. They are used to denote any Character that changes Alignment during the game.

1 SIX-SIDED DIE

This is used for Movement, Combat, Psychic Combat and also to determine results from some instructions and Spells. Where it is required to roll more than one die, the die should be rolled that number of times and the results totaled.

\*\*\*\*\*SETTING UP\*\*\*\*\*

Shuffle the Character Cards and deal one, face down, to each player. (If all players agree, each Player may select which Character they wish to play for that game.) Each player then turns their Character Card face up in front of them. This is the Character that they will play for that game. The diagram below details the information on each Character Card, it also shows how to lay out the Character and record all possessions during play.



Each player takes the Playing Piece Card corresponding to their Character Card and fits it into a plastic base. The Playing Pieces are then placed on the board according to the Starting Space on their Character Cards.

Each player receives Strength Counters equal to the Starting Strength for their Character. These should be placed alongside the Character Card as described above. The same is done for Craft. Each player receives a total of 4 Lives and 1 Gold each which should be placed accordingly. The remaining Counters are placed to one side as stock for use during the game.

The Adventure Cards are shuffled and placed face down beside the board. These form the Adventure Stock Pile.

The Spell Cards are shuffled and placed face down beside the board. These form the Spell Stock Pile.

Any player who has a Character who starts the game with any Spells as detailed on their Special Abilities, now draws the designated number from the Spell Stock Pile. These should not be revealed to the other players.

The Talisman and Purchase Cards are placed face up beside the board in individual piles according to the Object depicted on them. That is all Helmets in one pile, Shields in another, etc.

The Toad and Alignment Change Cards are kept handy to be used when required.

Players decide by dicing or any other means which player will have the first Turn. Play will then proceed round the board clockwise from that player.

#### **\*\*\*\*\*BRIEF OUTLINE OF PLAY\*\*\*\*\***

Each player will control a different Character. Each Character has certain unique Special Abilities that can be used during the game. The Characters will move around the board, usually by the roll of the die but sometimes by the use of Spells or as the result of strange beings and places that they have discovered. Having moved, Characters can then encounter another Character in the space they land in or follow the instructions on the space. The instructions are often to draw cards. These are the Adventure Cards which depict all the Objects, Monsters and other things that the Character meets in the space. Characters then fight the monster and take the treasures they discover. Gradually they will become more powerful, until they feel that they are strong enough to head for the centre of the board to try and reach the Crown of Command.

Play is quite straightforward. The rules should be read carefully, since with the different Spells, Adventure Cards and Special Abilities of the Characters there is a great variety of instances to be covered. The rules are presented roughly in the sequence that they will be needed during play. Where there are other rules relating to the same point, the number of the other rule(s) is given in brackets as a cross-reference.

#### **\*\*\*\*\*OBJECT\*\*\*\*\***

The object of the game is to reach the Crown of Command in the centre of the board and then, by casting the Command Spells, force the other players out of the game. Players should first adventure in the Outer and Middle Regions to build up their Strength/Craft/Lives until they are powerful enough to tackle the Inner Region. They must also first find a Talisman to permit them to enter the Valley of Fire and so reach the Crown of Command.

#### **\*\*\*\*\*RULES CONCERNING CHARACTERS\*\*\*\*\***

##### **1: STRENGTH**

Strength represents a Character's strength, stamina and fighting ability. It is used in Combat (16:1-10) and to overcome certain obstacles that may be Encountered during the game. A Character's Strength is recorded by placing appropriate Strength Counters beside the Character Card.

1:1 Strength Counters are only taken for Starting Strength and for Strength points gained during play. Strength gained from Objects, Magic Objects, or Followers is not recorded by Strength Counters but is added on to the Character's Strength when required or allowed.

##### **LOSING STRENGTH**

1:2 When a Character is required to lose Strength, Counters are removed accordingly.

1:3 A Character's Strength can never drop below that Character's Starting Strength.

**GAINING STRENGTH**

1:4 A Character may gain Strength by cashing in any Animals, Monsters, and Dragons (15:5) he has killed in Combat. When any of these are Encounters and killed, that Character keeps those Enemy cards. They may be exchanged at any time for extra Strength Counters. The Character gains 1 Strength point for every 7 points of Strength marked on the Enemy cards. Those Enemy cards exchanged are then placed on the Adventure Discard Pile. Excess Strength Points of the Enemies above a multiple of 7 are lost.

1:5 Strength points may also be gained as a result of Encounters.

**CHARACTER'S TOTAL STRENGTH**

1:6 A character's Strength at any time is the total of Strength Counters *PLUS* any Strength from Followers, Magic Objects and Objects that may be used at that time.

*EXAMPLE:*

*The Warrior has a total of 5 Strength Counters, the Magic Belt (a Magic Object that increases Strength by 1), the Unicorn (a Follower that increases Strength by 1) and a Sword (an Object which increase Strength by 1 in Combat only). So his total Strength is 7 (5 plus 1 for the Unicorn and 1 for the Magic Belt). In Combat his Strength would be 8 since he can then use the Sword. He now lands on the Cursed Glade where Strength from Objects and Magic Objects cannot be counted, Thus while he is there his Strength is 6 (5 plus 1 for the Unicorn) even in Combat.*

**2: CRAFT**

Craft covers such things as intelligence, skill and magical ability. It is a Character's main asset in Psychic Combat (17:1-2) and determines how many Spells he may have. A Character's Craft is recorded by placing appropriate Craft Counters (blue) beside the Character Card.

2:1 Craft Counters are only taken for the Character's Starting Craft and for those gained during play. Craft gained from Magic Objects and Followers is not recorded by Craft Counters but is added to the Character's Craft when required or allowed.

**LOSING CRAFT**

2:2 When a Character is required to lose Craft, Counters are removed accordingly

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2:3 A Character's Craft can never drop below that Character's Starting Craft.

**GAINING CRAFT**

2:4 Craft can only be gained as a result of Encounters.

**CHARACTER'S TOTAL CRAFT**

2:5 A Character's Craft at any time is the total of Craft Counters *PLUS* any Craft gained from any Followers and Magic Objects that may be used at that time.

**NUMBER OF SPELLS**

2:6 The number of Spells that any Character can have at any one time is limited by the Character's Craft as Follows:

Character's Total Craft:	1	2	3	4	5	6 or more
Maximum Number of Spells:	0	0	1	2	2	3

This limit may only be exceeded by a Character possessing the Wand.

2:7 All Characters may have Spells if their Craft is sufficient to permit any. Only those Characters whose Special Ability allows them to start the game with any Spells do so. Otherwise, Spells are usually acquired as the result of Encounters.

2:8 If at any time a Character has more Spells than their Craft allows, the surplus Spells must be immediately placed on the Spell Discard Pile. They cannot be cast. The Character chooses which Spells to discard.

### **EXAMPLE**

*A Wizard with a Craft of 5 has Solomon's Crown (A Magic Object which adds 2 to his Craft), so his Craft is 7. This allows him 3 Spells which he has acquired. He now lands on the Cursed Glade where he cannot count Craft gained from Magic Objects. His Craft drops to 5 while he is there. He is now only allowed 2 Spells, so he must immediately discard one. As soon as he leaves the Cursed Glade, he can count the Craft for Solomon's Crown again and may have 3 Spells if he can acquire another.*

## **3: GOLD**

Gold allows the Character to Purchase Objects and pay for services. A Character's wealth is recorded by placing Bag of Gold Counters (yellow) beside the Character Card. Each Counter represents 1 Bag of Gold. Gold will usually be acquired as the result of Encounters.

3:1 Each Character starts the game with 1 Gold Counter.

3:2 All prices are given in Bags of Gold (G). Thus 3G is three Bag of Gold Counters.

3:3 Payments for ant purchases or services not made to another Character are paid into the unused stock of Gold Counters.

3:4 Any Gold received from any source other than another player is taken from the unused stock of Gold Counters.

3:5 Gold Counters do not count with regard to number of Objects a Character may have (5:3).

## **4: LIVES**

Lives represent the Characters durability. Lives are lost through Combat, Psychic Combat, and other dangers that may be Encountered. A Character's Lives are recorded by placing appropriate Life Counter beside the Character Card.

4:1 Each Character starts the game with 4 Lives.

### **LOSING LIVES**

4:2 When a Character is required to lose Lives, Counters are removed accordingly.

### **Losing All Lives**

4:3 Any Characters that lose all their Lives are dead. The Playing Piece is removed from the board. All the Character's Objects, Magic Objects, Followers and Gold Counters are placed on the Space where the Character died. All the Character's Strength and Craft Counters are replaced in stock. The Character's Spell Cards are placed on the Spell discard pile. The Character Card is placed with the unused Character Cards. The player whose Character has died starts again next Turn with a new Character drawn at random from the unused Character Cards *IF, AND ONLY IF*, no Character has yet reached the Crown of Command during the game. If any Character has reached the Crown of Command, any player whose Character dies is out of the game.

## **GAINING LIVES**

4:4 Lives are gained as the result of Encounters or *Healing*(4:6). Lives gained are taken from stock.

4:5 There is no limit to the number of Lives a Character may have.

## Healing

4:6 Healing can never restore a Character to more than 4 Lives.

## 5: OBJECTS

Both Objects and Magic Objects are classed as *Objects* for the purposes of these rules. During the game, Characters will usually acquire Objects as the result of Encounters. Objects in a Character's possession are placed below the Character Card.

5:1 All Objects in a Character's possession must be kept face up.

5:2 No Character may ever possess an Object that they are not permitted to use. It must be left face up in the Space where it was Encountered.

### EXAMPLE:

*The Assassin discovers the Holy Lance (a Magic Object) which can only be used by Good or Neutral Characters. He cannot use it because he is of Evil Alignment. He must leave it face up in the Space where he Encountered it.*

## LIMIT TO NUMBER OF OBJECTS

5:3 No Character may possess more than 4 Objects, not counting Gold Counters (3:5), unless they have a Mule.

5:4 A Character may ditch an Object at any time by leaving it face up in the Space they occupy.

5:5 Any Character acquiring more than 4 Objects, must decide which to keep. The remainder are immediately placed face up on the Space which they occupy.

### EXAMPLE:

*The Wizard has a Mule and is using it to carry 10 Objects. He is Encountered by the Thief who steals the Mule. The Wizard can now carry only 4 Objects and so must immediately place 6 of the Objects in his possession face up on the Space. The Thief may then claim them if possible (12:1).*

## 6: FOLLOWERS

During the game, Characters will usually acquire Followers as the result of Encounters. All Followers accompanying a Character are kept below the Character Card.

6:1 All Followers accompanying a Character must be kept face up.

6:2 All Followers accompanying a Character must be kept face up.

6:2 A Character may have any number of Followers.

## LOSING FOLLOWERS

6:3 Any Followers that are killed (eg in the Vampire or Chasm Spaces), or that must be discarded, are placed on the Adventure Discard Pile.

6:4 A Character may ditch a Follower at any time by leaving it face up in the Space they occupy.

## 7: ALIGNMENT

Each Character has an Alignment, either Good, Neutral or Evil. There are benefits and penalties for Good and Evil Alignments. Those of Neutral Alignment gain none of the benefits but suffer none of the penalties. Alignment may change during the game as the result of Encounters or by use of a Special Ability.

## CHANGING ALIGNMENT

7:1 When a Character changes Alignment, an Alignment Change Card is taken and placed beside the Character Card with the appropriate side up to show the Character's new Alignment. When a Character reverts to their Alignment as stated on the Character Card, the Alignment Change Card is discarded.

7:2 No Character, including the Druid, may change Alignment more than once in any Turn.

7:3 If a Character possesses any Magic Objects not permitted by their new Alignment, those Magic Objects must immediately be placed face up in the Space they occupy (5:2).

## **8: SPECIAL ABILITIES**

Each Character has one or more Special Abilities which are detailed on the Character Card along with any restrictions on that Character.

8:1 In any instances where the Special Abilities are at variance with the rules, the Special Ability overrides the rules.

## **9: SPELLS**

The effect of each Spell, *and when it can be cast*, is detailed on the individual Spell Cards.

9:1 All Characters may have Spells if their Craft allows (2:6-8).

9:2 A Character's Spells are kept face down so that other players cannot see them.

9:3 Spells cannot be discarded unless the Character has more Spells than their Craft permits (2:6-8).

## **GAINING SPELLS**

9:4 Spells are usually gained as the result of Encounters. Some Characters start with Spells as stated in their Special Ability.

9:5 Spells Gained are taken from the top of the Spell stock pile. When this is exhausted, the discards are shuffled and placed face down to form a new stock pile.

## **CASTING SPELLS**

9:6 A Spell can only be cast as stated on the Spell Card. Once cast, and its effect ended, it is placed on the Spell discard pile.

9:7 Spells which affect other players affect them wherever they are on the board. Spells which can affect creatures, can only affect those in the Outer and Middle Regions (14:4).

## **THE COMMAND SPELL**

9:8 Any Character who is *alone* on the Crown of Command space (14:9) on their Turn, *must* cast 1 Command Spell at all other Characters. To do so, the caster rolls the die. A 1, 2 or 3 means that the spell had no effect. If a 4, 5 or 6 is rolled, however, each of the other Characters must either lose 1 Life or admit defeat and drop out of the game.

## **\*\*\*\*\*RULES OF PLAY\*\*\*\*\***

## **10: A CHARACTER'S TURN**

10:1 Each Character's Turn consists of two parts in this order:

I: Movement

II: Encounters

10:2 At the end of the player's Turn, play passes to the next player to the left.

## 11: MOVEMENT

### MOVEMENT IN THE OUTER AND MIDDLE REGIONS

11:1 The Character rolls the die to determine how many Spaces they *must* Move. (Certain Spells, Special Abilities and other events may enable a Character to Move without rolling the die. These instances are detailed on the relevant Cards.) The Character must then Move the full count of the die roll either clockwise or anticlockwise at their discretion.

11:2 Direction may not be reversed during the Move except when passing between the Outer and Middle Regions (11:14).

### MOVEMENT IN THE INNER REGION

11:3 The die is not rolled for movement. Characters can Move only 1 space per Turn.

11:4 The Encounter instructions on each Space must be completed before a Character can Move on.

#### Turning Back

11:5 A Character may decide at any time to Move back towards the Plain of Peril. Movement is still 1 Space per Turn but the instruction for Encounters are ignored when retreating.

#### Crown of Command

11:6 The Crown of Command can only be reached from the Valley of Fire. The Valley of Fire can only be entered by a Character possessing a Talisman. If a Character does not have one, then they *must* turn back (11:5).

11:7 When on the Crown of Command, a Character does not Move but remains there (14:9).

### MOVEMENT BETWEEN OUTER & MIDDLE REGIONS

11:8 A bridge connects the Sentinel Space to the Hills Space opposite (11:10-14).

11:9 The Storm River can be crossed by Raft (11:15-19) or as the result of an Encounter.

#### Sentinel Space

11:10 Characters may cross the bridge in either direction if their die roll for Movement is sufficient.

11:11 The Sentinel attacks a Character *each* time they attempt to cross the bridge to *enter* the Middle Region. The Character must defeat the Sentinel in Combat (16:1-4) or Evade (18:1-3) to be allowed to pass.

11:12 Character defeating or evading the Sentinel may continue their Move by entering the Middle Region. Character defeated by the Sentinel lose 1 Life and must end their *Move* in the Sentinel Space. Characters in a Stand-off with the Sentinel do not Lose a Life but must end their *Move* in the Sentinel Space.

11:13 The Sentinel does not attack Characters who pass through the Sentinel Space while Moving in the Outer Region, Characters crossing *from* the Middle Region *to* the Outer Region, and Characters who end their Move on the Sentinel Space (unless they attempt to cross the bridge to the Middle region on their next Move).

11:14 When passing from one Region to another, Characters may change the direction of their Move on entering the new Region.

#### EXAMPLE:

*The Thief is on the Graveyard and rolls a 6 for his Move. He decides to Move clockwise to the Sentinel Space to cross to the Middle Region. On reaching the Sentinel Space he is attacked by the Sentinel. However, he casts an Immobility Spell on the Sentinel, thus Evading him. He now*



*Moves on to the Hills in the Middle Region and decides to continue the Move anticlockwise in the Middle Region, so ending his Move on the Portal of Power.*

## **Raft**

11:15 Any Character wishing to cross by Raft must either build one or acquire one as the result of an Encounter.

11:16 Any Character in a Woods of Forest Space at the start of their Turn who has an Axe may then declare that they are building a Raft for use that Move (11:18).

11:17 Any Character with a Raft may cross the river at the start of the Turn following that in which they acquired it (11:18).

11:18 A Character with a Raft may cross the river to any Space of their choice directly opposite the one they are in. This is their Move for that Turn. They do not roll the die.

11:19 A Raft can never be left behind or taken as a possession. Whether or not it is used, it must be placed on the Adventure discard pile, or back with the Purchase Cards if it were bought.

## **MOVEMENT BETWEEN THE MIDDLE & INNER REGIONS**

11:20 The Portal of Power connects the Portal of Power Space to the Plain of Peril Space.

### **The Portal of Power**

11:21 The Inner Region can only be entered through the Portal of Power.

11:22 Characters must try to open Portal each time they attempt to *enter* the Inner Region.

11:23 Character may attempt to open the Portal only if their Move is sufficient to carry them beyond.

11:24 Characters attempting to open the Portal follow the instructions on the Portal of Power Space. If successful, the Character's *Turn* ends on the Plain of Peril. If unsuccessful, the Character's *Move* ends on the Portal of Power Space.

11:25 A Character whose Move ends exactly on the Portal of Power Space may not attempt to open it that Turn.

11:26 A Character wishing to pass through the Portal *from* the Inner Region *to* the Middle Region does not need to open the Portal. They simply Move from the Plain of Peril to the Portal Space. This is their Move for that Turn.

## **12: CLAIMING FACE UP CARDS**

12:1 Any Stranger may be visited and any Gold Counters, Magic Objects, Objects (5:3), and Followers in a Space may be taken by any Character whose Move ends on that Space at any time up to the end of their Turn, *EXCEPT WHEN*:

1: There is also an Enemy Card on the Space (13:5), *OR*

2: The instructions for the Space are to draw Cards (13:4).

In these two instances, the Cards form an Encounter for that Space.

### **EXAMPLE:**

*The Minstrel lands on the Desert where there are 2 Gold Counters, the Maiden (a Follower), a Water Bottle, a Sword (Objects), a Wand and a Talisman (Magic Objects) which were deposited there by the Prophetess when she was turned into a Toad.*

*The Minstrel already has 3 Objects: Armour, an Axe and the Amulet (Magic Object). He can freely claim the Gold Counters and the Maiden. Since he can only carry 4 Objects (5:3), he must choose carefully what to take. The instructions for the Desert are to lose 1 Life unless he has a Water*

*Bottle, so the Water Bottle could be useful, but only here. Since he started with, and still has, no spells but has a sufficient Craft to allow him some, he takes the Wand first and immediately draws a Spell Card from the Spell stock pile. It is a Preservation Spell. A bit of good luck as now he needn't take the Water Bottle. He now ditches the Amulet by placing it face up in the Desert Space and takes the Talisman. He now has his four Objects: Armour, Axe, Wand and Talisman.*

*He must now follow the instructions on the Space which are to lose 1 Life, but he casts the Preservation Spell to prevent this. He immediately draws a replacement Spell because of the Wand and his Turn ends.*

*When he moves on the next Turn, the Sword, Water Bottle and the Amulet will remain face up in the Desert for the next Character who lands there.*

### **13: ENCOUNTERS IN MIDDLE & OUTER REGIONS**

13:1 Characters can only have Encounters in the Space in which they end their Move or a Space to which they are moved as a result of an Encounter, They may never Encounter anything in the Space where they Start their Move.

13:2 A Character *must* choose to Encounter *either* one Character of their choice who is in that Space *or* the Space itself.

### **ENCOUNTERING ANOTHER CHARACTER**

13:3 Encountering another Character takes one of two forms. The Character whose Turn it is may *either* attack (16:6-10) or use their Special Ability on the other Character.

### **ENCOUNTERS IN A SPACE**

#### **Draw Card(s) Spaces**

13:4 A Character *must* follow the instructions. The Cards to be drawn are always Adventure Cards. They are drawn from the Adventure stock pile. If there are already any Cards of any type on the Space, then only enough Cards to make up the given number may be drawn. The Adventure Cards then form the Encounter for that Space (15:1-11).

#### **All Other Spaces**

13:5 The Character follows the instructions for the Space. Any Enemy Cards (15:5-6) in the Space must be defeated (16:1-5, 171-2) or Evaded (18:1-3). Any Strangers there may then be visited and any Gold Counters, Magic Objects, Objects (5:3) and Followers may be taken. Some instructions *must* be followed others *maybe* followed at the Character's discretion.

#### **EXAMPLE:**

*The Sorceress is on the Temple and rolls a 2. She may therefore Move to either the Runes or the Oasis. However, there is already a Dragon face up on the Runes where the instructions are to draw 1 Card so the Dragon will count as the Card to be drawn. The Dragon has a Strength of 7 and it will also get +2 on its Combat die roll because of the mystic Runes. It therefore has an effective Strength of 9. Since her current Strength is 3, she will certainly lose a Life there. On the Oasis is a Hex spell card cast by another Character. This will also cause her to lose a Life, but since the instructions there are to draw 2 Cards, the Hex Spell will only count as one of them and she will have the opportunity to draw 1 Adventure card to make up the total of 2 to be drawn. She therefore Moves to the Oasis, loses a Life because of the Hex spell and takes an Adventure Card. It turns out to be another Dragon which will attack her. Not her lucky day at all!*

### **14: ENCOUNTERS IN INNER REGION**

14:1 A Character may only Encounter another Character on the Plain of Peril and the Valley of Fire.

14:2 Encounters with other Characters are as in the Outer and Middle Regions (13:3).

14:3 On all other Spaces, the Encounter is detailed in the instructions for the Space. The instructions *must* be followed unless the Character is retreating (11:5).

14:4 None of the Encountered Creatures in the Inner Region can be affected by any Spell, nor may they be Evaded (18:3).

## CRYPT

14:5 The Crypt is in ruins and a Character needs Strength to shift the rubble to discover the various exit tunnels. A Character must roll the die 3 times on entering the Space and the results totaled. The Character's Strength (1:6) is subtracted from this total. The result determines where the Character will emerge from the Crypt. The Playing Piece is immediately placed there. This counts as their *Move*. Any Character that emerges on the Crypt itself may move on next Turn.

## MINES

14:6 Craft is needed to find the route through the labyrinthine Mines. The instructions are as those for the Crypt (14:5) except that the Character's Craft (2:5) is subtracted from the total of the die rolls.

## WEREWOLF DEN

14:7 The die is rolled for a Werewolf's Strength each time any Character enters the Space. That is the Werewolf that attacks that Character. Each Character encounters a different Werewolf.

## PITS

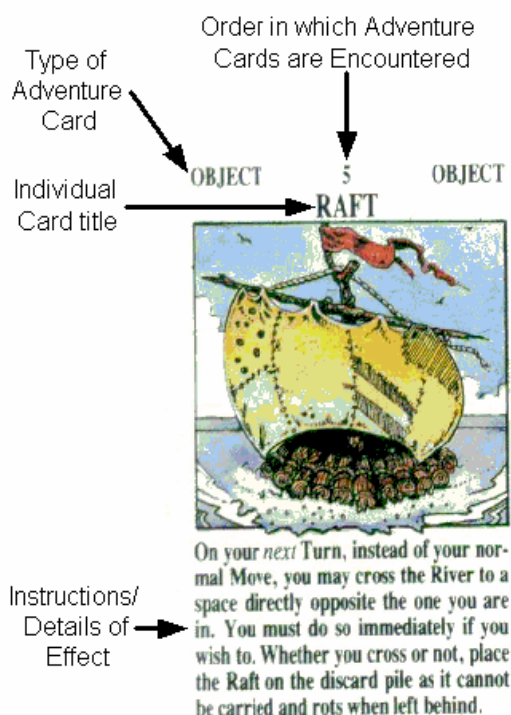
14:8 The die is rolled each time any Character enters the Space. This is the number of Pitfiends that attack that Character. The Character fights them one at a time, in succession, until the Character loses a Life whereupon that Turn ends. The Character must then continue to fight the remainder next Turn. The Character can Move on the Turn following that in which the last of the Character's allotted Pitfiends was killed.

## THE CROWN OF COMMAND

14:9 If there is already a Character on the Crown of Command when a Character lands on it, the Character there must be Encountered (13:3). Once two (or more) Characters are on the Crown, those Characters' Turns consist only of Encountering one of the others. A Character alone on the Crown of Command *must* cast a Command Spell each Turn (9:8).

## 15: ADVENTURE CARDS

The information on each Adventure Card is as follows:



15:1 Adventure Cards with instructions that result in them being placed in a Space other than the one where they were drawn are dealt with first. If placed elsewhere, they do not affect the Character drawing them at that time.

15:2 Adventure Cards Encountered are then dealt with strictly in order determined by the number at the top centre. The lowest number is tackled first, then the next lowest, etc.

## TYPES OF ADVENTURE CARD

15:3 The different types of Adventure Cards and their effects, in the order in which they are Encountered, are:

### 1: Event:

15:4 The instructions on the Card must be followed. Any that result in the loss of a Turn by the Character Encountering them, end the Characters Turn there and then. This counts as the missed Turn for that Character.

### 2: Enemy - Animal, Monster or Dragon:

15:5 The creature will immediately attack any Character Encountering it (16:1-5). Defeated Enemies of this type may be kept to be exchanged for Strength (1:4).

### 3: Enemy - Spirit:

15:6 These will immediately attack any Character Encountering them by Psychic Combat (17:1-2).

15:7 *Only after any Events on the Space have occurred and any Enemies on the Space have been defeated (16:1-5) or Evaded (18:1-2) may the following Adventure Cards be Encountered.*

### 4: Strangers:

15:8 The instructions on the Card are followed.

### 5: Objects, Magic Objects, Followers:

15:9 These may be taken if permissible (5:2-3\_ and all Enemies on the Space have been defeated or Evaded.

### 6: Places

15:10 The instructions on the Card are followed.

## ADVENTURE CARDS THAT REMAIN ON THE BOARD

15:11 Any Cards that remain after an Encounter must be left face up in the Space.

### EXAMPLE OF ADVENTURE CARD ENCOUNTER:

*The Dwarf lands on the Hidden Valley and is instructed to draw 3 Adventure Cards. He draws the IMP (1: Event), a BEAR (2: Enemy), and a BAG OF GOLD (3: Object). The Imp must be tackled first. The Dwarf rolls a 4. The Imp has therefore Teleported the Dwarf to the Ruins **before** he has a chance to fight the Bear and take the Gold. The Bear and Gold Cards are left face up in the Hidden Valley and will constitute 2 of the 3 Cards for the next Character to land there. The Dwarf, however, will continue his Turn with a new Encounter in the Ruins.*

## 16: COMBAT

16:1 Combat occurs when:

- i. A Character is attacked by an Enemy - Monster, Dragon, or Animal (15:5), or by any creature whose *Strength* is given.

- ii. A Character decides to attack another Character unless their Special Ability allows them to attack by Psychic Combat (17:1-2).

## RESOLVING COMBAT VS CREATURES OR ENEMIES

16:2 The Character first declares whether he is Evading or not (18:1-3). If not then Combat takes place.

16:3 Any Spells that the player wishes to cast must be cast before the die is rolled.

16:4 The Character rolls 1 die. The Character's Combat Score is the die roll plus the Character's Strength (1:6 -- only 1 Weapon may be used). Another player now rolls a die for the Creature and adds this to the creature's Strength. This is the creature's Combat Score. If the Character's Score was higher, the creature is killed (15:7, 1:4). If the creature's Score was higher, the Character loses 1 Life (use of an Object or Spell may prevent this) and the Character's Turn ends. If the Scores were equal the result is a *Stand-off* (16:10).

### More than One Enemy

16:5 If there is more than one Enemy that attacks by Strength, they fight as one creature adding their Strength together and adding one die roll for their Combat Score.

## RESOLVING COMBAT BETWEEN TWO CHARACTERS

16:6 The Character being attacked first has the opportunity to Evade (18:1-2). If they do not, then Combat takes place.

16:7 Both Character's have the opportunity to cast any Spells before the die can be rolled.

16:8 The attacking Character's Combat Score is determined as in 16:4. The defender does the same. The Character with the higher Combat Score wins the Combat. If the Scores are equal, the result is a Stand-Off (16:10).

16:9 The victor may now either force the loser to lose 1 Life (this may be saved by the use of an Object or Spell) or take one (Magic) Object or Bag of Gold Counter from the loser to add to their own. That Turn then ends.

## STAND-OFF

16:10 In a Stand-Off, neither side is harmed and that Turn ends.

## 17: PSYCHIC COMBAT

17:1 Psychic Combat occurs whenever:

- i. A Character is attacked by an Enemy - Spirit (15:6) or another creature whose Craft is given.
- ii. A Character whose Special Ability permits it, attacks another Character by Psychic Combat.

## RESOLVING PSYCHIC COMBAT

17:2 Psychic Combat is resolved in exactly the same manner as Combat (16:2-10), *except*:

- i. Craft is substituted for Strength.
- ii. No Object can prevent the loss of a Life.

## 18: EVADING

18:1 A Character may, by using a Special Ability or an Immobility or Invisibility Spell, *Evade* an unfriendly creature or Character. The Evading Character cannot then affect or be affected by them in any way. With the exception of the Immobility Spell, all creatures on the Evading Character's Space may be Evaded.

18:2 Creatures that may be Evaded are:

- i. Anything in the Outer or Middle Regions that attacks a Character.
- ii. Any Character attempting to attack or use a Special Ability.
- iii. Any creature depicted on an Adventure Card that the Character does not wish to Encounter, for example the Hag, Imp or Witch.

18:3 Only other Character can be Evaded in the Inner Region.

## **19: TOADS**

19:1 When a Character is turned into a Toad for three Turns, a Toad Card is substituted for the Character's Playing Piece on the board. The Character reverts back at the end of their third Turn.

19:2 Toads cannot have Objects, Magic Objects, Gold or Followers. Any in the Character's possession must immediately be placed face up in the Space where the transformation occurred.

19:3 Toads have a Strength of 1 and a Craft of 1; but the original Character retains all Strength and Craft Counter for when they change back. All Strength and Craft gained and lost while a Toad affects the Toad's Strength and Craft only, not the original Character's.

19:4 A Toad does not roll the die for Movement, but must Move one Space per Turn.

19:5 Toads can neither gain nor cast Spells. The original Character retains all the Spells they had for when they revert to normal.

19:6 The Toad's Lives are those of the original Character. Thus any Lives lost or gained by the Toad affect those of the original Character.

19:7 Toads must Encounter on a Space as would any other Character.

19:8 The Toad has no Special Abilities. Those of the original Character cannot be used while the Character is a Toad.

## **20: TALISMAN and PURCHASE CARDS**

20:1 Whenever a Character is given or purchases one of these Objects, the appropriate Purchase or Talisman Card should be taken.

20:2 They are in all aspects as Adventure Card Objects, and Magic Objects, except that instead of being placed on a discard pile, they are replaced in their appropriate pile and are again available. Should there be no Purchase or Talisman Cards left of a particular Object, then that Object is not available at that time.

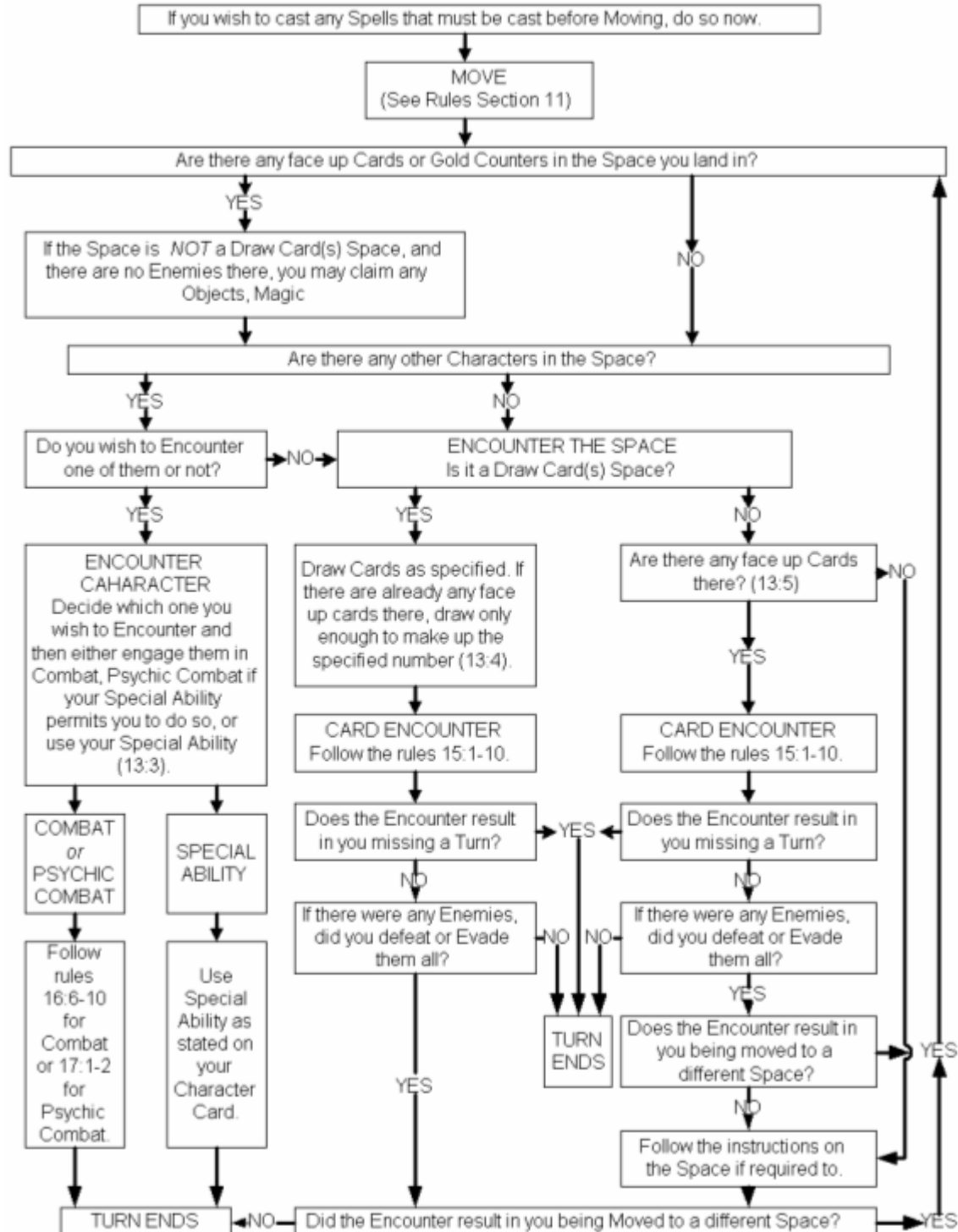
20:3 Purchase and Talisman Cards can be left face up in a Space on the board as are other Objects.

## **\*\*\*\*\* WINNING \*\*\*\*\***

21:1 The Winner is the last Character left in the game.

\*\*\*\*\* TURN FLOW CHART \*\*\*\*\*

This is a general sequence of events only. Spells may be cast at various times during a Turn by any Character. The details of the individual Spells are detailed on the Spell Cards. Also when attempting to pass from one Region to another, the sequence may change (11:8-14). For example, when passing through the Sentinel Space to enter the Middle Region, the Sentinel will be fought before any Space or Cards are Encountered.



# Talisman - The Adventure

## 1. RULE CHANGES

### 1. MULES

It is suggested that Mules be restricted to carrying eight objects. This introduces a balance to the new cards. Mark the Mules accordingly.

### 2. ALTERNATIVE ENDINGS

These cards are optional and should only be introduced into the game if all the players agree to their use.

Shuffle the six cards and pick one randomly; without looking at the card chosen place it facedown on the Crown of Command space at the center of the board. The first player to reach the space reveals the card when they cross from the Valley of Fire, and should then refer to the appropriate rule section below.

#### CROWN OF COMMAND



If alone, you must cast 1 Command Spell per Turn. Roll 1 die. If a 4-6, victim must admit defeat or lose 1 Life. 1-3 means no effect.

#### DEMON LORD



The Crown of Command has been destroyed by a huge and malevolent Demon Lord. You must defeat this Spirit in Psychic Combat to win the game. The Demon Lord has a Craft of 12 and 4 Lives. To defeat him you must take all of his Lives. You may choose to flee from the Demon Lord at any time in which case you return to the Plain of Peril and the Demon Lord regains all his Lives. While you are fighting the Demon Lord, an impenetrable mystic barrier prevents any other players from entering the Valley of Fire. If you are killed, the Demon Lord regains his Lives and awaits the next challenger.



## PANDORA'S BOX



The Crown of Command has been replaced by a large magic chest. If you are alone, you may open the chest and use its power to defeat your rivals. Each turn the chest will give you Spells and Adventure cards to attack your opponents. Roll one die for the number of Spells you pick up each turn and one die for the number of Adventure cards you pick up each turn.

You must use these on the turn that you collect them. They may be used against any of the other players. You win the game when all of your opponents have been killed.

## BELT OF HERCULES



The Crown of Command has been replaced by a magic belt. If you are alone, you may don the belt. Only one player can wear the belt at any time.

Upon donning the Belt, the Character is transformed into a superhumanly strong Character with the power of Teleportation. While wearing the belt, you have a Strength of 12 and 5 Lives. You must move to a space occupied by another Character and challenge them to a duel. Any Character who is killed loses the game. If the Character wearing the belt is killed, it transports itself back to the Crown of Command space.

## HORRIBLE BLACK VOID!



The first player to cross the Bridge of Fire is sucked into a seething mass of darkness and annihilated along with all their Followers, Objects, etc. They have lost the game!

After one player has been destroyed the Horrible Black Void moves to the discard pile and a new End card is placed on the Crown of Command.

*(Editor's Note: If the Timescape is being used, a Character falling through the Horrible Black Void is transported to the Warp Gate space rather than being destroyed.)*

## THE DRAGON KING



Roll one die:

- 1: The Dragon King thanks you kindly for the meal, eats one of your followers and throws you into the Plain of Peril. Try again!
- 2: You must fight the King's three younger brothers in normal Combat; each one is a Strength 9 Dragon and you must fight each in turn. If you lose you are thrown in the Plain of Peril. Try again!
- 3: You must defeat the King himself to win the game. He has a Strength of 12, a Craft of 12, and 5 Lives. You must fight a normal Combat and a Psychic Combat against him at the same time. If you lose all your Lives, he has eaten you and all your Followers, etc. You lose this game!
- 4: The King decides he really likes you and promptly flies off to eat your opponents at your request. Each of the other players must fight the King or be eaten. He will only attack one player at a time and always gets his Lives regenerated between Combats. If any player kills the Dragon King, they win the game. If all of the other players are killed, the player on the throne wins.
- 5: The Dragon King is soundly asleep atop his mountainous piles of treasure. Roll under your Craft to assassinate the King and win the game. If you fail your roll, the King awakes and eats one of your Followers, throwing you into the Plain of Peril.
- 6: You are in luck, the Dragon King is out to lunch! You take possession of all his treasures and magic and win the game!

## 3. HENCHMEN

The inclusion of Henchmen in your game is optional. They should only be included if all players agree to their use.

Before the game starts, the players must decide how many Henchmen are permitted to each player. The players may decide not to include Henchmen or to permit only one per player. We recommend that players do not play with more than one Henchman each.

Players choose or draw Characters as normal, and then randomly draw additional Characters from the remaining Character cards for use as Henchmen. We suggest that players not choose Henchmen Characters as this would give them an unfair advantage. Players whose main Characters are not allowed Followers cannot have Henchmen.

Henchmen are used in a number of ways:

- a. The player can use any or all of the Henchman's Special abilities as if they were the Characters normal abilities. These must be abilities the Henchman could pass on or use for you. For example, you could not gain a Henchman's resistance to a Siren's song but he could steal for you.
- b. At the start of any combat, you can declare that your Henchman is going to fight on your behalf. Henchmen fight using the base values printed on their cards for Strength and Craft. They gain no benefit from any Objects, Followers or extra Strength and Craft that your Character may have acquired. They may benefit from magic Spells cast on their behalf during or immediately preceding the Combat.

Henchmen cannot themselves possess any Gold, Objects or Followers and they cannot increase their Strength, Craft or Lives. They can therefore never have more than 4 Lives. They are considered as Followers wherever the rules specify such. If they are killed, they are out of the game and may not be replaced.

#### **4. CHAOS BLOODBATH OPTION**

This rule is optional, and may only be used if all players agree to it before the start of the game. Use only one of the Talisman cards, instead of all four. In addition, any player whose Character is killed immediately loses the game. The Chaos Bloodbath Option makes for a short but very, very bloody game.

#### **5. (AMENDMENT)**

Any player who visits the Tavern and loses at gambling but does not have any Gold must lose a Life instead.

#### **6. (CHANGE TO RULES SECTION 13.2)**

A Character must choose to encounter either one Character of their choice who is in that space, or in the space itself, or to fire their Bow (if they possess one) at a Character who is in range.

# Talisman - Dungeon

The legends say that the wizard who ruled this land of old constructed a great Dungeon complex beneath his realm, filled with mysterious chambers and deadly traps. Anyone who entered the Dungeon might with courage and perseverance discover a route to the fabled Crown of Command. Now at last the long-lost entrance to the Dungeon has been found.

## Let the new adventure begin!

### Contents

1. Summary of Play
2. Components
3. Setting Up
4. Discovering Doorways
5. Entering the Dungeon
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7. Encounters in the Dungeon
8. Leaving the Dungeon
9. Fleeing the Dungeon
10. Spells in the Dungeon
11. Events in the Dungeon
12. Special Abilities in the Dungeon
13. Alternative Dungeon Rules
14. The Short Play Dungeon Game

### 1. Summary of Play

*The Talisman Dungeon* is designed for use as an expansion of Games Workshop's *Talisman* boardgame, and cannot be played without the *Talisman* rules. While travelling around the conventional *Talisman* board, players may discover *Doorways* leading into the Dungeon. Those who choose to do so may use the doorways to enter the Dungeon, where they will find all manner of new perils and adventures. The Dungeon may lead them straight to the Crown of Command, or into terrible danger - that is the risk they take.

### 2. Components

This box should contain the following:

1 Dungeon Game Board

4 *Doorway* Adventure cards

36 *Dungeon* cards

14 Character cards

14 playing piece cards

1 rulesheet (you're reading it).

### 3. Setting Up

**3.1** Set up the main game as normal, and shuffle the four *Doorway* cards into the deck of Adventure cards.

**3.2** Place the *Dungeon* board beside the main board.

**3.3** Shuffle the deck of *Dungeon* cards and place them face down beside of Dungeon board.

### 4. Discovering Doorways

**4.1** When a *Doorway* card is drawn from the Adventure deck, it is treated as a Place card and placed face up on the space where it was found. When there are two Doorways on the board, any subsequent Doorway cards which are drawn are ignored; they are placed on the discard pile and a new card is drawn in their place.

**4.2** Doorway cards are not affected by the *Destruction* spell or the *Earthquake* card, and remain on the board.

### 5. Entering the Dungeon

**5.1** To enter the Dungeon you must first land on a *Doorway*.

**5.2** On your next turn you may move onto the *Entrance* space of the Dungeon board. You must stop there, and may carry on into the Dungeon on the following turn instead of carrying on round the main board. Entering the Dungeon is optional, and you may always choose to carry on round the main board if you wish.

**5.3** The *Horse*, the *Warhorse* and the *Horse and Cart* may not be taken into the Dungeon; you must discard these cards when you enter the Dungeon.

### 6. Movement in the Dungeon

**6.1** The Dungeon board is laid out in a spiral, with the Entrance at the outside of the board and the end of the dungeon, the Treasure Chamber, at the center.

**6.2** Characters in the Dungeon follow the spiral path to the Treasure Chamber, rolling one die and moving the indicated number of spaces in the same way as movement on the Outer and Middle Regions of the main board. Note, however, that in the Dungeon you may only move towards the center, except under special circumstances as outlined below.

**6.3** Movement in the Dungeon must follow the spiral path marked out on the board; characters may not move through walls.

**6.4** A character may only move backwards (away from the center) under the following circumstance:

If the character is instructed to do so by the rules on a card or space;

When a character is defeated in Combat or Psychic Combat,

he or she must move towards the entrance on the next turn *only*.

When a character is *fleeing the Dungeon* - see **9** below.

**6.5** Some characters who have Special Abilities which alter their movement will find that these are modified while in the Dungeon - see **12** below.

## 7. Encounters in the Dungeon

**7.1** Encounters in the Dungeon are dealt with in precisely the same way as encounters on the main board.

**7.2** Some characters who have Special Abilities which affect fighting and spellcasting will find that these are modified while in the Dungeon - see 12 below.

**7.3** When a character is defeated in Combat or Psychic Combat he or she must move towards the Entrance on the next turn. Roll the dice as normal, but move back towards the Entrance space. You must stop moving if you reach the Entrance space itself.

## 8. Leaving the Dungeon

**8.1** When you reach the *Treasure Chamber*, you must end your move there. On your next turn you leave the Dungeon by rolling one die and consulting the Treasure Chamber table to see where you come out. Add 1 to the die roll for each character on the Crown of Command space, counting scores over 6 as 6. Leaving the Dungeon in this way constitutes your move for that turn, and you may not move further until the following turn.

**8.2** You may not enter the Dungeon and leave it on the next turn - you must make a move as described in 6.2 above. However, if you find yourself back at the *Entrance* on any subsequent turn, you may leave the Dungeon on your next turn if you wish by moving to any *Doorway* on the main board. Moving to the *Doorway* takes up your whole move. Once you have done this, you *must* move around the main board for at least the next turn.

**8.3** You may leave the Dungeon via the *Tunnel* if you land on a space where the appropriate card is laid face-up.

## 9. Fleeing the Dungeon

**9.1** At any time after you have left the *Entrance*, you may declare that you are *fleeing the Dungeon*. You now make all your moves in the direction of the Entrance. You cannot change your mind, but must go all the way to the Entrance. Once there, you leave the Dungeon as described in 8.2 above.

**9.2** If you are defeated in Combat while fleeing the Dungeon, you still continue moving towards the *Entrance* in the next turn.

## 10. Spells in the Dungeon

While in the Dungeon, you may cast Spells on players, cards and spaces on the main board - and Characters on the main board may cast spells on you and on spaces in the Dungeon. The following clarifications may be helpful:

**10.1** The *Destruction*, *Displacement*, *Metamorph* and *Divination* spells may be used on Dungeon cards.

**10.2** The *Hex* and *Barriers* spells **may** be played on Dungeon spaces.

**10.3** The *Misdirection* spell **may** be played on a player who is in the Dungeon.

**10.4** The *Teleport* spell **may not** be used by a character who is in the Dungeon.

Otherwise, the Dungeon counts as a Region for the purposes of casting spells.

## 11. Events in the Dungeon

**11.1** The following Events **do** affect characters in the Dungeon:

*Evil Darkness*, *Halloween*, *Magic Vortex*, *Market Day* and *Taxation*.

**11.2** The *Blizzard* **does not** affect players in the Dungeon.

**11.3** The *Astral Conjunction* **does** affect spirits in the Dungeons.

Otherwise, the Dungeon counts as a Region for the purposes of Events.

## 12. Special Abilities in the Dungeon

**12.1 *Amazon, Centaur*:** You may **not** use your special movement ability in the Dungeon.

**12.2 *Assassin*:** You may **not** Assassinate the Guard in the *Guard Room*.

**12.3 *Inquisitor*:** You may **not** Imprison other Characters while you are in the Dungeon.

**12.4 *Leprechaun*:** You may **not** Teleport while you are in the Dungeon.

**12.5 *Ninja*:** While in the Dungeon, you **must** encounter all the spaces you land on, and may **not** Evade Enemies.

**12.6 *Orc*:** A Wolf does **not** allow you any movement bonus in the Dungeon.

**12.7 *Martial Artist*:** You may **not** use a Killer Blow against the Guard in the *Guard Room*.

**12.8 *Philosopher*:** While in the Dungeon, you may **only** see the next Dungeon card. While on the main board, you may **only** see the next Adventure card.

**12.9 *Prophetess*:** You may **not** draw an extra Dungeon card as you do with Adventure cards.

**12.10 *Zulu*:** When you Rout a character in the Dungeon, you may move him or her in either direction; on the next turn, he or she must still move towards the *Entrance*.

## 13. Alternative Dungeon Rules

With the agreement of all players, either of the following rules may be substituted for those normally governing the *Treasure Chamber*:

**13.1** The table in the Treasure Chamber is ignored. When a Character reaches the Treasure Chamber he takes one *Talisman*, and comes out at the *Portal of Power* on the next turn. When this rule is used, all *Talismans* are removed from the Adventure deck and placed beside the board with the other *Talisman* cards. A Character who already has a Talisman may not pick one up from the Treasure Chamber.

**13.2** The table in the Treasure Chamber is used as normal until one player reaches the *Crown of Command*. From this point, on any Character who lands on the Treasure Chamber automatically goes to the Crown of Command on the next move.

## 14. The Short Play Dungeon Game

This is an option allowing you to play a short game in the Dungeon alone. The main board and Adventure cards are not used. All Characters are set up in the normal way, but begin together at the *Entrance*. Characters may **not** encounter each other while on the Entrance space. Play follows the normal rules for the Dungeon, and the first character to reach the *Treasure Chamber* is the winner.

# Talisman - City

*"Be it known, though our Sovereign Lord, the good King Nialls, does not approve of that Quest which men call The Search For The Crown of Command, nor shall permit any mischief to come of it, he does, in regal right, recognize that some shall seek to partake of the Quest. In recognition of this fact, his Illustrious Majesty revokes the previous order restricting access to the City for those of an adventurous disposition.*

*"Commencing forthwith, the gates of the City are open."*

## THE CITY

The Talisman City is a compact, densely populated place. It is many things to many people- seat of the King's government, port, marketplace, and religious center. From here, the King's writ expands to cover all of the Kingdom, but it is only within the walls of the City itself that the Watch truly maintains a semblance of order.

The City presents boundless opportunities for those quick enough of mind to seize them and strong enough of arm to hold them. Employment, trade, financial assistance-all of these, and many more, can be found within the City Gates.

Some adventures are born to the City. Some come to the City less through choice than as the result of their earlier adventures. Some are brought in chains. For all who seek their way to the Crown of Command, however the City offers an alternative strategy.

Those who walk its path do not do so in the hope of finding a short-cut to the Middle Region of the Kingdom and beyond, although it is but a short boat ride from the City Wharf to that Region's shores. Nor can they expect to find Magical Objects lying about in the streets. However, for all of those who believe Gold will aid their passage, then the City is their goal, for unparalleled opportunities exist there to make fortunes - and to lose them.

Just as importantly, the City offers lucrative posts to the most able. The path to each is different, but all bring the same reward-greater power with which to challenge the world outside.

By approaching the officers of the Royal Castle, you might receive the rank of **Sheriff**. As well as freedom of movement in the City, this post entitles you to substantial discount on arms and armor. If you can find, challenge, and defeat the present incumbent, you can become the **Master Thief**. Money will come freely to you: but you will be trapped within the City until you can obtain your release by more subtle means than the City Gates. The post of **High Mage** is also vacant: the Wizard's Guild awaits the first Mage who can bring to them a significant new magic item for their repository. Finally, rumor has it that the King himself walks the streets, seeking benevolent souls who can be knighted as the **King's Champion**.

These aside, the City brings word too of the **Valkyrie**, a warrior-woman of the spirit world, for whom souls fight, and the awesome **Minotaur**, a grim being of great strength who chooses the Crag for his home.

But mostly, the City is about money. The chance to buy and sell, the chance to gamble. If you can leave the City with a suit of Plate Mail, a Warhorse and a purse full of Gold, then your time will indeed have been well spent....





## COMPONENTS: Talisman City should contain the following components:

1 Talisman City game board   72 Talisman City Adventure Cards   7 Talisman Adventure Cards (to be merged with the Adventure deck from the main game)   3 Talisman Dungeon cards (to be merged with the Dungeon deck from the Talisman Dungeon expansion set)   20 Purchase Cards   10 Spell Cards   5 Loan Cards   5 Warrant Cards   6 Character Cards   6 Playing Piece Cards   6 Playing Piece Stands  
1 Rulebook (you're reading it!)

## SETTING-UP

Place the Talisman City board alongside the main Talisman board. It is best if you can arrange things so that the corner on the main board marked City is next to the corner of the Talisman City board marked *City Gate*.

Shuffle the Valkyrie and Minotaur Characters into the main Character Card deck. Place the sheriff, King's Champion, High Mage and Master Thief in a separate pile to one side.

Add the new Purchase Cards to the existing Purchase deck (remembering to keep the Talisman Timescape Purchase Cards separate). Shuffle the new Spell Cards into the main Spell deck. Add the new Adventure Cards to the main Talisman deck, and the new Dungeon Cards to the Talisman Dungeon deck.

Place the Warrant Cards and Loan Cards to one side, in two separate piles.

That should leave you with the Talisman City Adventure Cards. Shuffle these into a new deck, and place them somewhere close to the City board.

Finally, if you have a Character who begins the game in the City, place the Character on the Town Square space of the Talisman City board.

### City Adventure Cards

City Adventure cards work in the same way as ordinary Adventure cards, with the exception of the Event/Law cards: see *Warrants and Arrest*.

### New Spells

Note that none of the new Spells will affect a Character who is in possession of the Amulet, even if he wants them to.

## THE CITY'S LOCATIONS

An important concept in **Talisman City** is that of *Locations*. A Location is defined as any named place on the City board that is not a street. The following is a complete list of the City's Locations.

**The City Gate** - Equivalent to the City space, the Gate is the main entry point into the City.

**The Town Square** - A hive of activity. The Watch are particularly active here, checking people going in or out of the City. A nominal entry fee is supposed to be levied on all transit to and from the City, but the Watch let many pass through the Square unmolested, preferring to pester those who linger.

**The Stables** - Honestly and securely run, a safe haven for pack animals and riding beasts. The owners also run a trading operation, although they do not always have riding animals in stock.

**The Armoury** - The finest repair workshop in all the land, and the only source of high-quality armor and weapons. If pushed, the owners will buy your cast-offs.

**Doctor's Surgery** - The City's most prominent physician, doing a roaring trade treating adventurers in pursuit of the Quest.

**The Anarchist's Guild** - A Guild for those who follow the precept that there is balance in all things. The Guild has its own Physicians, who provide free medical attention. It also has regular sittings of its Council, who are known to believe that if anyone is going to get the Crown of Command, it had better be a member. Assistance is available to those who prove themselves potential victors in the Quest.

**The Six Fates Inn** - Most famous of the City's taverns: handy for the port, and an adventurer's paradise. Every night, players sit in on the biggest games of Six Card Snakebite in the Kingdom.

**The Wharf** - Gateway to the world. It is from here that ships ply their trade - occasionally with a cargo they are unaware of. A cargo that has a Warrant out for it...

**The Bank** - Financial institutions the world over have proved very interested in the Quest, but here alone will they invest in your enterprise. Unsecured loans are available. Just don't try to leave town without paying them back, unless you want to become a toad.

**Magic Emporium** - Where else can you find a shop that will sell you off-the-scroll magic at such cheap prices? Connoisseurs may browse for particular, premium-priced items.

**The Enchantress** - A unique enterprise. Visit the Enchantress to be transported to new worlds, or to seek your fortune in this. Does she foretell fortunes, or create them?

**The High Temple** - The center of religious observance. You will be given every opportunity to make a donation to the Roof Fund. The favored may even see earthly reward for their prayers.

**The Apothecary** - The owner's a tetchy devil, but a renowned collector and potion-brewer. He'll buy just about anything you have for good gold, which you can then spend on his marvelous brews. But stay clear of Grimwood's Olde Throat-burn - it's a killer.

**The Royal Castle** - Ignore the keep in the backwaters of the Kingdom, this is where the real seat of power lies: a magnificent residence and house of government. Come here as a tourist and leave marveling at the architecture: come as a supplicant, and leave with your enemies charged: come with talent, and you may leave as an officer of the King. Come as a prisoner, and you'll probably not leave at all...

## NEW CHARACTERS

Talisman City introduces 6 new Characters to the Talisman game. The **Minotaur** and **Valkyrie** are standard new Characters, to be used in the same way as any other normal Character. The remaining four, however, are slightly different.

The High Mage, King's Champion, Master Thief and Sheriff are not available as Characters at the beginning of the game, and their cards should be kept separate from the others (they have different backs to help sort them). Instead, players will have the opportunity to play these Characters when they take part in certain Encounters in the City.

To become the **High Mage**, a Character need do no more than be the first to present a Magic Item to the Magician's Guild. The Guild headquarters is the Magic Emporium, so providing a Character is willing to donate a Magic Item, this is a pretty straight-forward post to apply for.

The **King's Champion** is chosen by the King, and will pursue the slightly eccentric goal of defeating law-breakers and bringing a chivalrous charm to the land. Although the King doesn't approve of the Quest for the Crown of Command, he's happy enough that *his* man should win it...

The King has chosen to find his Champion in a slightly odd way. Disguised as a beggar, His Majesty wanders the street, looking for a worthy individual. If he finds someone who is charitable enough, he will appoint him at once.

In other words, one of the beggars in the City might be the King; and if you're lucky enough to give the right one some money, you'll stand a good chance of becoming the King's Champion.

The opportunity to become **Master Thief** will arise as a result of a chance encounter with the current holder of the post. By defeating the current Master Thief, any Character can take his place, providing a healthy income for life.

The drawbacks are that you'll become Public Enemy Number 1 for a while - which means getting out of the City will be tricky - and someone is bound to come after you wanting the same job...

The **Sheriff** is appointed in a more conventional fashion. A player wanting to take-up this Office should go to the Royal Castle, and follow the instructions given there. This may lead to the post of Sheriff being offered to the Character-perhaps only after a small consideration has been given. The Sheriff has great powers within the City, and can make life pretty miserable for other players.

In all cases, you should continue with the new Character from the same space that you old Character had reached. All of the old Character's Strength, Craft, Lives, Gold, Followers, Objects etc are carried forward to the new Character.

The only complication comes if the new Character has a different Alignment: if so, check all Followers, Objects etc for compatibility. If an Alignment change means you cannot keep one of the cards you hold, discard it - leaving it in the space your Character is occupying.

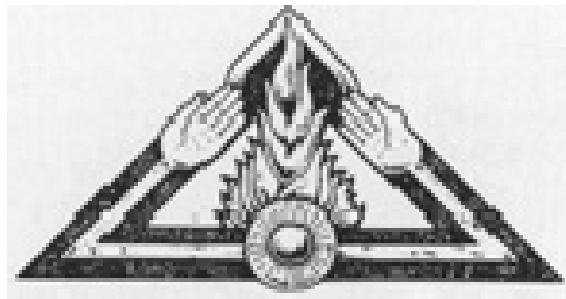
A Character can resign as King's Champion or Sheriff at any time: simply go back to using your old Character. The Character loses the Strength/Craft gains, and all the Special Abilities that the new Character gave him. A Character can also resign as Master Thief, under the same conditions, but retains any Warrant that he is holding. You may not resign as High Mage.

It is not possible for more than one person to hold any one of these Offices at the same time. In the case of the High Mage this is no problem, as only the first Character to offers a "Magic" item to the "Magicians" Guild is given the post.

The King's Champion is replaced whenever the King chooses another Character to be his Champion: the original Champion goes back to using his old Character, and the Champion card is passed on to the new holder of the Office.

The Master Thief will only lose the post if he is defeated in Combat - whether by the Master Thief if his card is redrawn, or by one of the Characters challenging the present holder of the office.

The Sheriff can only lose his job by resigning: there is no way in which another Character can assume the role of Sheriff unless the post is already vacant.



### Characters and the City

As a general rule the City can be considered to be part of the Outer Region, and obeys the normal rules for that Region. Where the Special Ability of a Character does not seem to apply to a situation in the City, bear this rule in mind.

Here are a few examples:

- a) The Pirate may still plunder the Doctor - even though the Doctor's Surgery is now a separate location in the City. The Pirate may also continue to plunder the Castle in the Middle Region, yet he may not plunder the Royal Castle or the Bank, as his card does not mention these two locations.
- b) The Leprechaun may Teleport into or out of the City, to any square of the player's choice.
- c) The Amazon continues to roll two dice to discover how far she can move, even though she is in the City.
- d) The Gladiator may train the Errand Boy or the Urchins, but the latter will not leave the City.
- e) The Soldier continues to replace his Helmet and Sword, if lost, by reaching the City space on the main board: he does not have to enter the City itself.

## IN THE CITY

The following major changes to the general rules are caused by the introduction of the Talisman City expansion set.

1. The information on the City space of the main Talisman board is redundant.
2. All actions in the City are governed by the Law: after committing an illegal act (see *The Law*) during an Encounter, players are required to draw an additional Adventure card to see if the Watch arrives: see *Warrants and Arrests*.
3. Mules, Horses, Carts, Dragons and any other oversize items may not be taken into any of the City's Locations apart from the Stables of the Wharf, and must be left in one of these two Locations, in the street, or beyond the City Walls.
4. No fighting is possible in any of the City's Locations, except where indicated on the board. Unless stated otherwise, combat may only take place in the Street spaces.
5. In all other cases, the City remains part of the Outer Region. Anything which affects the Outer Region, affects the City. All rules applying to the Outer Region apply to the City, unless specifically replaced by the rules given in this book.

## ENTERING THE CITY

The Talisman City board is a replacement for the City space in one corner of the main Talisman board. Specifically, the City Gate space on the new board can be considered as being one and the same as the City space on the original board. It follows, therefore, that a Character who occupies the City space on the main board is standing at the City Gates.

To enter the City, a Character must *finish* his or her move on the City space, without any movement left over. The Character is then transferred to the City Gates space on the Talisman City board, ready to enter the City next turn.

Entry to the City by boat is also possible. When you were setting up, you shuffled some River Barge cards into the main Talisman deck: if a Character draws one of these cards during his turn, he may take a ride on the barge - disembarking at the Wharf space on the City board. Note that this is the only way to get into the City by river; a Character cannot build a Raft to enter the City.

## MOVEMENT AROUND THE CITY

In general, while in the City a Character follows the existing rules for moving in the Outer Region of the main board: you roll a dice, and must move the Character that many spaces, without reversing, in any direction. However, the following changes must be made when moving around the Talisman City:

- a) Any Character moving into a Location ends his movement for that turn there.
- b) Although they may appear to be adjoining, it is impossible to get from one Location to another without first going through the streets.
- c) You may not choose to stay in a Location; you must move if you are able to do so.

## LEAVING THE CITY

To leave the City by road, a Character must be able to reach the City Gates from within City. Once there, the Character can be moved across to the City space on the main board. A Character who wishes to leave the City does not have to finish his move at the City Gates; any additional movement is taken on the main board once the Character has been transferred across.

It is impossible for a Character to leave the City by road if he is in possession of a Warrant (see *Warrants and Arrests*). If he attempts to do so, the Watch will attempt to arrest him. He must fight a Combat against a unit of the Watch (Strength 7). If the Character loses he is taken prisoner and thrown into the Donjon; if the Character wins, or the result is a Stand-Off, he escapes arrest although he may not leave the City.

It is also possible to leave the City by catching a boat from the Wharf. If a Character is at the Wharf at the beginning of his turn, he may pay 2G to be transported to any space of your choice in the Outer Region; or pay 4G to be transported to any space of your choice in the Middle Region. Although, again, it is not possible for a Character to leave by this route if he holds a Warrant card.

However, if a Character's does not wish to pay passage on the boat, or is unable to leave in the normal way because he has a Warrant card, he may become a Stowaway on the Boat. A stowaway doesn't have to worry about having a Warrant on his person, but the player to your right chooses which Outer Region space the Character is taken to before he is discovered and thrown off the boat.

You will also have shuffled two Dungeon Doorway cards into the City Adventure deck. These can provide access to the Talisman Dungeon expansion set if you are using it. A Character with a Warrant can leave freely by this method.

Finally, the rules given in the Talisman Timescape expansion set state that the Enchantress, under certain circumstances, will open a Warp Gate that will transport Characters to the Timescape board, whether they possess a Warrant or not.

This rule still applies when using the **Talisman City** expansion set, Even though the Enchantress now has her own location.

## THE LAW

The Watch are very strict, and have a long list of crimes that they keep an eye out for. The following are the illegal activities you can commit in the City, and which carry the risk of the Watch intervening. If you break one of these Laws during an Encounter in the City, draw a City Adventure card (and pray it isn't the Watch).

### STATUTES OF THE CITY

- 1. It is illegal to take part in Combat whilst on the City streets. It is of no importance who started it, nor who was involved: any and all fighting is forbidden.**
- 2. It is forbidden to fire or throw any form of missile weapon, as this is considered to be another form of fighting.**
- 3. Karate, Assassination, Secret Strikes and/or Killer Blows are also illegal: these are nothing more than alternate names for fighting.**
- 4. It is illegal to trade in the Streets without a license. Licenses may be obtained, giving 3 years notice, from the Dept of Licenses; please apply in triplicate.**
- 5. Casting Spells in the Street, from any source, is illegal.**
- 6. Beguiling, Charming, Corrupting and Enchanting are all considered to be spells, and are therefore crimes.**
- 7. It is illegal to Plunder.**
- 8. It is illegal to Steal.**
- 9. It is illegal to be a Cyborg, Ghoul, Hobgoblin, Orc, Troll or a Warrior of Chaos.**
- 10. It is illegal to have no money at all. The City has standards to maintain.**

## WARRANTS AND ARRESTS

Representatives of the Law are very active in the City, and come down very hard on wrong-doers. They have a very sophisticated procedure for making sure that watch officers can recognize miscreants and wanted men.

The procedure for running the Watch is as follows:

During the normal course of play, if a Character with a Warrant draws a City Adventure card, and this is one of the Law cards, the Watch will seek to make an arrest (obviously, if it is any other kind of card, resolve it as normal). The Character must fight a Combat against the Watch. If they win,

the Character is taken at once to the Donjon, must follow the instructions there. If it is a Stand-Off, or the Character wins, then he has escaped arrest at this time; he does, however, retain the Warrant card.

The Watch will also seek to arrest anyone who has just committed a crime, whether or not they hold a Warrant Card. After resolving an Encounter which involved breaking one of the Statutes of the City (see *The Law*), draw a City Adventure card. If it is a Law card, the Watch will try and make an arrest in the same way as above; if it is any other type of card, discard it.

Warrants can be purchased at the Royal Castle and immediately given to other players, who may not refuse to take them. This allows those low-down trouble-makers amongst you to spoil other Character's chances of completing the Quest by laying false charges against them.

Note that two of the cards - The County Patrols - that you have shuffled into the main Adventure deck are Law Cards, which means a Character can be arrested outside of the City - although the County patrols will only attempt to arrest Characters who are in possession of a Warrant.

Finally, other Characters may turn someone with a Warrant card over to the hands of the law. If the Character in possession of the Warrant card is defeated by another Character in Combat, the victor may send him to the Donjon instead of taking an Object or a Life.

The normal way in which a Character can get rid of a Warrant are as follows. Once a Character is taken to the Donjon he has three options; bribery, escape, or judgement. If he decides to bribe the Judge, or accepts the sentence given, then the Warrant Card is discarded upon leaving the Donjon. A Character who manages to escape retains his Warrant Card, as he is still marked for arrest. Thus, only someone who escapes need have anything to fear, for he has not paid his due to society.

## LOANS

Any Character can obtain a Loan by landing on the Bank space. A Character taking out a Loan should take a Loan card and 3 Gold, which can then be spent in the normal manner. However, the Character must repay a total of 4 Gold, in one payment, before he leaves the City. He can repay the loan at any time, and from wherever he is in the City. Should he attempt to leave the City before making repayment, the Bank's Wizard will cast a Spell to turn him into a Toad - follow the normal rules for such a transformation.

## OPTIONAL RULES

The following are some optional rules which apply to all of the Talisman products, developed from players questions and comments. Before starting a game, all players must agree on which, if any, of the following rules are being used.

### Spells

A number of people have pointed out that it is possible for a Character to cast half-a-dozen or more spells at once. The following optional rules solved this problem.

- a) A Character can only cast spells in his *own* turn - unless they are defensive spells designed to protect the Character from attack, in which case they can be cast at any time within the restrictions given on the card.
- b) A Character can cast a maximum of *one* Spell at a time- within the restrictions given on the card.

### Objects

As the rules stand, a Mule, and other similar Objects that are used for transporting goods, enable a Character to carry any number of objects, no matter how big they are.

We suggest that a limitation is placed on the size of the Objects that can be carried in the fashion. If it is obvious that an Object is too big to be carried by a Mule - or put in a sack etc - then that Object cannot be taken unless the Character himself has less than 4 Objects.

For instance, it is impossible to have more than 4 Mules, as this is the maximum the Character himself can take - an additional Mule would have to be carried by one of the other Mules, which is obviously impossible. Note that in this case, the Character's other Objects - if they aren't too big - may be carried by the four Mules, taking the total carried by the character to over 4.

# Talisman - Timescape

Those who seek the Crown of Command face a new set of perils. Flung through space and time, they may find themselves in alien realms, faced with foes and dangers beyond their imaginings.

The rules for the Talisman Timescape are divided up into the following sections:

## The Timescape

### Components

### Rules:

1. Set-Up
2. Playing in the Timescape
3. Entering the Timescape
4. Movement in the Timescape
5. Adventure Cards
6. Timescape Cards
7. Spells & Magic Objects
8. Imprisonment
9. Odds & Ends
10. New Characters
11. Other Rules

## THE TIMESCAPE

The Timescape consists of 15 alternate realities, separate but inexplicably tied to the world of **Talisman**. When you enter the Timescape you are on your own - a stranger, riding the waves of space and time in a realm alien to anything you have known.

Here science and technology rule. The physical and magical laws of the world of **Talisman** are subtly altered. You will encounter strange creatures - both friendly and hostile - and must contend with weird twists of fate and space. Virtually anything can happen. In short, the Timescape is a place which is highly dangerous but potentially very rewarding.

Whether you find yourself in the Timescape by choice or by accident, several strategies offer themselves. You may enter the Timescape by choice early in the game, in hope of gaining a lead on your opponents. Beware, though - you may never make it back alive. Alternatively, you might decide to wait until your Character has increased in power, to improve your chances of survival. Then again, you may wish to escape your opponents at some time. The Timescape provides you with these options, and can also gain you access to the Middle and Inner Regions - and even the Crown of Command space.

This expansion set also includes eight new Characters, who all start in the Timescape.

The **Scientist**, experimenting with interdimensional machinery, was thrown into a Warp Gate by an accidental explosion.

The **Archaeologist** met a similar fate while observing a pagan ritual.

The **Astronaut** is an intrepid adventurer, willingly exploring the unknown.

The **Space Pirate** is a rogue on the run from interplanetary law.

The battle-hardened **Space Marine** and the psychic **Astropath** have been drawn into the Timescape through Warp Gates in the *Warhammer 40,000* universe.

The evil **Cyborg**, part man, part machine, was hurled into the Timescape while travelling through time in an attempt to change the course of history.

And finally, there is the fearless and deadly **Chainsaw Warrior**, sucked into the Timescape as he battled the inter-dimensional creature known only as *Darkness*.

Remember that the Timescape is dangerous. If things don't always work out the way you hoped, don't be discouraged. There is always next time. Above all, enjoy the game and have fun.

## COMPONENTS

This box should contain the following:

1 Timescape Game Board

40 Timescape Cards

12 Timescape Purchase Cards

2 Spell Cards

8 Character Cards

8 playing piece cards

4 Timescape Data Sheets

1 rulesheet (you're reading it!)

If any of these components are missing or damaged, write to us at the following address (not forgetting to enclose your proof of purchase), and we'll be glad to replace them.

## RULES

The following rules must be used when playing Talisman with the Timescape.

### 1. SET-UP

The Timescape consists of one Game Board Expansion, 40 Timescape Cards, 12 Timescape Purchase Cards, 2 Spell Cards and 8 Character Cards, all used in conjunction with the main game.

Place the Timescape board alongside the Talisman board. Shuffle the new Characters and Spells into the appropriate stock piles, along with those from the original game and any other expansion sets you are using. Shuffle the Timescape Cards and place them and the Timescape Purchase Cards beside the Timescape board.

The game is now ready to play. Read the remainder of the rulebook and begin the game as usual.



## 2. PLAYING IN THE TIMESCAPE

There are three very important differences between the Timescape and the other *Talisman* boards. These are explained in detail in the body of the rules, but here is a summary:

1. Cards only ever affect the Character who draws them; they *never* affect any other Characters.
2. Cards are always discarded after they have affected the Character who drew them; they are *never* left on the board. This does not apply to cards which a Character is allowed to keep.
3. Characters *never* encounter other Characters in the Timescape; if you land on the same space as another Character, follow the rules for the space rather than encountering them.

**Design Note.** *The reason behind this is that each space on the Timescape board represents a complete separate reality, with an area much larger than the normal Talisman board. When your Character moves to the space, they have appeared in one small part of that alternate reality, and the chances of any other Character appearing even remotely in the same space are very small indeed...*

## 3. ENTERING THE TIMESCAPE

There are five ways to enter the Timescape:

1. You may use a Warp Gate Spell.
2. If you draw the Horrible Black Void card when using the Alternative Ending cards from *Talisman the Adventure*, you must move your Character immediately to the Warp Gate space on the Timescape board. All Followers and Objects are retained. Return the Void card to the Alternative Ending Card stock pile.
3. You may attempt to enter the Timescape with the help of the Mystic, Enchantress or Warlock on the main board:

If you visit the Mystic or Enchantress and wish to enter the Timescape, roll two dice instead of the normal one. If the score is equal to or less than the sum of your starting quotas of Strength and Craft, you are found worthy and a Warp Gate is opened for you. Move your Character immediately to the Warp Gate space. If you fail, end your Turn.

The Warlock may open a Warp Gate for you for a fee. Instead of rolling for a Quest, roll on die:

1-3: Ignored

4: Pay 1 Follower

5: Pay 1 Magic Object

6: Pay 2 Gold

If you have the fee, you must pay it and move your Character immediately to the Warp Gate space. If you do not have it, you are ignored and end your Turn.

You may visit the Mystic, Enchantress or Warlock any number of times to attempt to enter the Timescape, but may only have one attempt per visit. Characters who have been transformed into Toads may visit the Mystic or Enchantress, but must roll a 2 on two dice to enter the Timescape. The Mystic or Enchantress will only send you to the Timescape *once* each. The Warlock will send you there any number of times - as long as you can pay his fee!

Any character who enters the Timescape must leave behind any Mule, Horse & Cart, Warhorse, or Horse, in the space they entered from. The Poltergeist must likewise be discarded.

## 4. MOVEMENT IN THE TIMESCAPE

The Spaces in the Timescape are joined by different coloured *Warp Lines*. In your Turn, roll a die and consult the movement table to see which Warp Line you move along. Note that movement along the *Warp Lines* is one way only (in a clockwise direction).

Characters have no control over their movement; they are being randomly drawn to different locations by forces they cannot control or understand. No Character may use Followers, Objects, Spells or Abilities to affect where they move. The *only* exception to this is the Warp Belt, which always allows the character to move as if they had rolled a 1 or a 2.

No other Movement is possible except as instructed on the Timescape Board and Timescape Cards. If you draw an Adventure card, ignore any instructions about movement.

## 5. ADVENTURE CARDS

When you land on a Timescape space you may be instructed to draw an Adventure card. In this case, draw the top card from the Adventure card deck used in the normal Talisman game. You cannot use a Special Ability to draw extra or look at Adventure Cards. The following rules apply to the instructions on the card:

- i) Ignore any instructions to do with the movement of your playing piece.
- ii) Adventure cards drawn in the Timescape *only* affect the Character who draws them. They never affect any other Characters, even if they are in the same space.
- iii) All Adventure Cards which are drawn in the Timescape and not kept by the Character are discarded after the instructions have been followed - no matter what the card may say. Cards which are abandoned in the Timescape are also discarded.
- iv) If you draw a Horse, Mule, Horse and Cart, Warhorse, Poltergeist, Arena or Blizzard, discard it. Do not draw another card.

If you draw a Dungeon Door, discard it and draw another card.

If you draw the Hermit, discard him and gain 1 Talisman.

If you draw the Pool of Life, Magic Stream or Fountain of Wisdom, discard it and add one to your appropriate attribute.

If you draw the Raiders, discard it along with all of your Objects and Gold.

## 6. TIMESCAPE CARDS

Timescape Cards and Adventure Cards are kept separate. Make sure that you draw from the right deck whenever you are instructed to draw a card.

Also, note that Timescape Card Enemies are all designated as Aliens. Therefore, items or abilities which pertain to some other specific type of Enemy (Monster, Spirit, etc) will not work on them. Aliens which fight with Strength, however, can be saved for "cash-ins" by any Character who defeats them.

Timescape cards are Encountered in the following order:

- 1: Hand of Fate
- 2: Enemy-Alien (Strength)
- 3: Enemy-Alien (Craft)
- 4: Object
- 5: Follower

As with Adventure cards, any Timescape cards must be discarded after the instructions on the card have been followed, unless the Character is allowed to keep the card.

## **7. SPELLS & MAGIC OBJECTS**

You may only use Spells in the Timescape against Adventure cards that you have drawn. You may not cast spells at any other time. Similarly, Magic Objects will only work against Adventure cards, and may not be used at any other time. If you find a Magic Object in the Timescape you may keep it, and it will work normally when you return to the main board.

## **8. IMPRISONMENT**

During play you may find yourself Imprisoned by the Sentinels. In order to escape, you must roll equal to or less than your Craft on 2 dice. The roll is made at the start of your Turn. If you succeed, take your Turn as normal. If you fail, try again next Turn.

Regardless of the result of the roll, you will be released after you have missed 3 Turns.

## **9. ODDS & ENDS**

While playing (or playing against) a Character in the Timescape, the following restrictions apply:

If you land on a space containing another Character you may not encounter them. Follow the instructions for the space instead.

Character in the Timescape cannot affect or be affected by other Characters in any way (including Pandora's Box). Nor can they be affected by the main Talisman Board or any Cards drawn there. Only the Timescape Cards and those Cards which are drawn as instructed by the Timescape Board may affect Characters in the Timescape.

Characters may not use ranged weapons (such as the Samurai's bow) to attack other characters in the Timescape.

The Dragon King and Hercules cannot Teleport into the Timescape. If there are no Characters on the main board, these cards must remain at the Crown of Command space until a Character returns to the main board.

When using the Timescape, the Ancient Artifact is considered an Object, not a Magic Object.

The Transmute spell will affect any Object card if the Transmute spell is cast upon it.

If a follower fights the Warp Demon, or Aliens encountered on Death World, the Character does not receive the bonus to their Strength or Craft.

When a Toad enters the Fourth Dimension, he immediately reverts to normal. If, while in the Fourth Dimension, you are turned into a Toad, you will remain a Toad only until the end of that Turn.

A Warp-belt or Jet-Pack may be taken into the Dungeon but will not work there.

An Anti-Grav Platform may be taken into the Dungeon and will work as normal.

## **10. NEW CHARACTERS**

Character which start in the Vortex roll to see which space they move to on the Talisman board as their first Turn. Rolls of 6 are ignored, however, and the die is rolled again.

The Rogue and the Space Pirate cannot modify the die rolls at the Enchantress or Warlock when attempting to enter the Timescape.

The Archaeologist may not keep Enemies killed by his pistol for Strength.

Characters that start in the Timescape are never affected by the Patrol card.

# Talisman Timescape Data Sheet

## VORTEX

When you reach the Vortex roll one die and teleport to:

- 1: Crag
- 2: Warlock's Cave
- 3: Village
- 4: Temple
- 5: Plain of Peril
- 6: Warp Gate

## SPACE FORTRESS

You may visit one of the following:

- Robo-Doc - Heal up to the starting quota of Lives at a cost of one Gold each.
- Rogue Trader - You may buy any available purchase card from the trader, as follows:
- Gyro-Compass - 2 Gold
- Mining Laser - 2 Gold
- Combat Enviro-Suit - 3 Gold
- Jet Pack - 4 Gold
- Chainsword - 5 Gold
- Poweraxe - 5 Gold
- Psi-Helmet - 5 Gold

## SENTINEL OUTPOST

The Sentinels police the Timescape. Roll one die.

- 1: Judged a threat to the space/time continuum. Move to the Vortex next Turn.
- 2: Imprisoned - see rule 8.
- 3-4: Pay fine of 2 Gold or be imprisoned.
- 5-6: Judged innocent - Move to any space on the Timescape board next turn.

## NEXUS

Draw five Adventure cards. Choose one you wish to encounter and discard the others.

## RAD ZONE

Roll one die:

- 1: Mutate - gain 2 Craft
- 2: Mutate - lose 1 Craft
- 3: Radiation Poisoning - lose 2 Lives
- 5: Mutate - lose 1 Strength
- 6: Mutate - gain 2 Strength

## WARP DEMON

You must fight this horrific creature. He has Strength 12 and Craft 12. You may choose which type of combat to fight. If you lose, lose 1 Life. If you win, gain 2 points of the attribute used in the combat - either Craft or Strength.

## DEATH WORLD

Roll one die:

- 1: Poison atmosphere - lose one Life.
  - 2: Fight an Alien - Craft 9.
  - 3: Fight an Alien - Strength 9.
  - 4: Draw one Adventure card.
  - 5: Draw two Adventure cards.
  - 6: Draw three Adventure cards.
- If you defeat an Alien here, gain 1 point of the attribute used in the combat - either Strength or Craft.

# Talisman - Dragons

## 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.



It is said that in times past darkness was triumphant and evil enveloped the land. Then a mighty adventurer arose and used the mystic might of the Crown of Command to banish evil and restore order. For generations he ruled wisely and was well-loved by all the people of the land. But even the mightiest must pass, and the adventurer died leaving no worthy successor. The long Golden Age of peace and plenty was over. A new age of terror had begun.

From storm-darkened skies the Dragon King descended, a being of near infinite power and malevolence. With him came a legion of evil dragons, each scarcely less powerful than their dark master. Savagely the Dragon King crushed all resistance and forced the enslaved people of the land to build huge Temples to his glory. Now the land quakes beneath the Dragon King's oppressive rule and the only hope is that a new generation of noble adventurers will arise and free them.

In answer to this call, powerful heroes strap on weapons and prepare to face the wrath of Dragons to free their folk and win glory. From the north comes the Questing Knight sworn to battle evil wherever he may find it. From the east comes the Dragon Rider, a fearless High Elf warrior with the ability to force a Dragon to do his will. From the west comes the Dragon Slayer, a Dwarven champion dedicated to defeating Dragonkind or perishing in the attempt. And from the south comes the Dragon Priest, intent on overthrowing the Dragon King so that he may rule in his place. A new quest for the Crown of Command has begun, more terrifying and dangerous than before.

# Talisman – Questions & Answers

## CHARACTERS:

1. Certain characters and Followers have the power that they "need not roll in the forest (or crags): If a character has this power, either naturally or by a follower, may s/he elect to roll if s/he wants to? If "yes" must s/he then elect to be safe?

*Ans. Yes, characters may elect to roll if they wish to, however they must accept the outcome of the die roll.*

2. Certain characters and followers can evade Enemies in certain spaces. Does that mean only enemies, and not other Characters, Strangers and/or "Event personalities"?

*Ans. The characters may evade enemies and other characters, but they may not evade strangers or event personalities.*

3. Can the assassin *assassinate* Spirits? S/he can do it to any face-up Enemy (which includes Spirits), but it prevents the Enemy from adding a die roll to its Strength (which is meaningless in Psychic Combat).

*Ans. No. Spirits can never be affected by physical attacks.*

## SPELLS

4. Can you cast Healing on yourself as you lose your last Life: or, must you have at least one Life when you cast it?

*Ans. You must have at least one life left.*

## ADVENTURES

5. If you have a helmet, a Shield, and Armour, and you lose a Life in Combat, can you roll for each of them, or only one?

*Ans. You can roll for only one.*

6. Can the Mule carry *any* Objects or Magic Objects? For example, can you put a Raft on the Mule; and if so, is it still usable? Or having a Mule carry other Mules? (And what about the Concealed Pouch, bag of Carrying, Porters and Horse & Carts in the Expansion Kits?)

*Ans. The Bag of Carrying, Concealed Pouch, Porters, Mules, and Horses and Carts, can carry any Object that is man sized or smaller. All objects 'carried' by these cards are usable. Please use your common sense with these cards.*

7. Does the Blizzard stay face-up on its space for it's two Rounds? If so, does it start again if it is landed on (leading to the possibility of an endless Blizzard!)

*Ans. The Blizzard stays face up for the two rounds. It is then discarded.*

8. I have found the Poltergeist to be a very helpful Follower. Can it be taken by the Sorceress? Or Mesmerism? If a Character dies, does the "reincarnation" get the Poltergeist?

*Ans. Yes. Yes. No.*

9. About the Witch.

A. If a Toad visits the Witch and rolls a 1, is its time as a Toad extended? (This same question can be asked about the Enchantress in the City, or a Random Spell cast on the Toad).

B. If you "Lose and Object" to the Witch, does it go on her space or to the discard?

*Ans.*

*A. Yes.*

*B. To the discard pile.*

## QUESTIONS ABOUT THE TALISMAN EXPANSION KIT

1. The Amazon "may choose to roll two dice, which does she do:

- A. Choose one of the numbers and move that number of spaces.
- B. Total the two numbers and move that number of spaces.
- C. Choose to move *either* one of the two numbers *or* the total of the two.

*Ans. A.*

- 2. If the merchant evades a Goblin, Hobgoblin or Ogre by giving it a Gold, does the Gold go on the space or to the stock pile.

*Ans. The Gold goes to the stock pile.*

- 3. About the Satyr's power to *Panic*:

Since the Satyr must keep a Panicked Character in the same region, what happens if he Panics a Character at the Plain of Peril? The Valley of Fire? The Crown of Command!

*Ans. In these cases only, the Panicked ?Character may move out of the region.*

- 4. If you encounter the Magician and cast a Brainwave Spell on yourself, can you turn that temporary Craft into permanent Strength?

*Ans. No.*

- 5. Should the Necromancer be able to attack other characters users Psychic Combat?

*Ans. Yes - unfortunately this information was missed off the card.*

## QUESTIONS ABOUT TALISMAN THE ADVENTURE

### CHARACTERS

- 1. The Woodsman and the Ninja start in the WOODS and the Centaur starts in the PLAINS. Does this mean that they can start on any space of that type? For example, there are 3 WOODS spaces in the Outer Region and 1 in the Middle Region: can the Woodsman start at the one in the Middle Region?

*Ans. All characters must start in the outer region.*

- 2. About the Centaur's bow.

- A. He can "fire at any... which is one more than 3 spaces away after they have moved..." Shouldn't it be "after you have moved"?
- B. He can shoot Strangers. What is the strength of Strangers?
- C. Can killed Enemies be saved for strength? What about killed Strangers?
- D. Can he shoot Spirits? They are Enemies, but have no Strength.

*Ans.*

- A. Yes.
- B. This is an error. Nobody can attack strangers at any time.
- C. Yes. No.
- D. No.

- 3. About another of the Centaur's powers: "Any other Centaur you encounter will become your *follower*, for one combat only, if you roll over their Strength on one die". There is only one Centaur in the Adventure deck (second edition plus both expansion sets) and it is a Stranger. So, how does this work?

*Ans. This is an error. Delete it from the card.*

- 4. The Orc can take Goblins, Hobgoblins, and Wolves as Followers and they will stay for one Combat.

- A. Do you pick the Combat in which they are used or is it automatically the next one (and am I correct in believing that a Psychic Combat does not count as a Combat?)
- B. After Combat, do the Followers stay in the space (thus reverting to Enemies) or go to the discard pile?

*Ans.*

- A. You pick the Combat. Psychic Combat does not count.
- B. The Follower goes to the discard pile.

5. Can the Samurai shoot Spirits with his bow? They are Enemies, but they use Psychic Combat.

*Ans. No.*

6. The Soldier may get a new Helmet and/or Sword if the one he had was "taken from (him) or lost" Does purposeful Alchemy (by Spell or at the City), trading (during Market Day), and/or dropping (for instance, when carrying capacity is exceeded (although he might drop it even if he could carry it!) count as being "taken or lost"?

*Ans. Yes to all examples.*

7. The Warrior of Chaos receives a Gift every time s/he kills an enemy. Does the small 'e' in 'enemy' mean that killing (taking 1 life from) a Character also entitles the Warrior of Chaos to a Gift?

*Ans. No. However, he does receive Chaos Gift if he kills a Character, (ie. Reduces the Characters lives to zero).*

8. About the Witch Doctor's Evil Eye *curse*.

A. A *cursed* Character must move to the Chapel (or Ruins, if Evil) by normal movement. How is this done? What is a Character does not roll the exact number and must overshoot his/her goal? Must a Character take the shortest path? Are rafts allowed? How about Teleport Spells?

B. A *cursed* Character must move to his/her goal "before continuing their quest" What does this mean? Can they still encounter spaces and/or Characters on their way? Can they cast Spells?

*Ans.*

A. The *cursed* Character must move by the fastest possible route to the chapel. Otherwise, all normal rules apply. The Character must move the exact number rolled on the dice, and may over or undershoot the chapel square.

B. The Characters in a game of *Talisman* are on a Quest to find the Throne of Command and, if *cursed*, must visit the chapel before they can carry on with that quest. Apart from this, all of the normal rules of the game apply.

9. Does the Woodsman's Animal Follower only add to his Strength in Combat or at all times? There is no limitation on the Woodsman card, but other Characters (ie. The Minstrel) have the "(only) in Combat" limitation.

*Ans. The animal follower adds its strength in Combat only.*

#### SPELLS:

10. About the Finger of Death:

A. Is this instead of *or* in addition to an Encounter? If being attacked by something (especially another Character) with more than two Lives, does the Combat or Psychic Combat still happen? Can you play it *after* taking a Life in Combat? (It seems very powerful if a strong Character can defeat a weaker Character in Combat, take a Life, and then take two more for a total of three!)

B. If another Character lands on your space and says s/he is playing the Finger of Death on you, can you evade him/her (for instance, with an Immobility or Invisibility Spell?)

C. Can it be used to kill Strangers? How about other individuals, like those on Events (Hag, Poltergeist, Witch, Leper, Imp, etc?) If so, does it negate the Encounter?

*Ans.*

A. The finger of death is in addition to Combat. It can be cast at any time before or after the Combat. (It is a very powerful Spell.)

B. Yes.

C. No, no, no!

11. About the Fireball:

A. If you use it to kill an Enemy with Strength, may you save it for Strength points?

B. Can it be used against Spirits?

*Ans.*

A. No.

B. No.

12. Are Strangers affected by a Lightning Bolt?



*Ans. No.*

13. Misdirection allows you to move another Character "when they next have a turn". Does this mean that the Spell must be cast *before* the die roll it will affect? Being able to use the Spell after seeing the roll would make it more useful, but the wording appears to prohibit this.

*Ans. You may use the spell after seeing the die roll.*

14. Reflection is a *great* idea for a Spell, but I find its application to be confusing. Can you explain how it works?

*Ans. Any Spell can be Reflected as long as it is cast at the Character, or any of his Followers, who holds the Reflection Spell card. The Spell is Reflected back on to the P{layer who cast it (only) but the Character who cast the Reflection Spell may decide upon its effects. If a Reflected Spell would have no effect (as with a Mesmerism Spell Reflected back on to a caster with no Followers) the Spell is simply discarded and has no effect.*

15. Is Speed cast before rolling the die, after, or either?

*Ans. The Speed Spell can be cast before or after rolling the die.*

16. What exactly does Summon Storm affect? Are the Unicorn and/or the Familiar considered "Animal Followers"? What is the effect, if any, on Mule, Horses, Horses and Carts, and/or Warhorses (and any objects the Mules or Horses or Carts might have been carrying?)

*Ans. The Spell affects enemy animals and Mules, Horses, Horse and Carts, and Warhorses (but not the Unicorn or the Familiar). If a Character in the same square as the Storm has a Mule, Horse, Horse & Cart, and/or Warhorse as a Follower he must roll a die for each such Follower. On a five or a six the animal and any objects it may be carrying are lost to the discard pile.*

## ADVENTURES

17. In combat, when may you choose to use the Ancient Artifact?:

*Ans. You must use it before doing anything else in the Combat.*

18. About the bag of carrying:

- A. Does the bag of carrying never count as an Object towards carrying capacity (even when it's empty?)
- B. Can you switch the Objects in it? If so, when?

*Ans.*

- A. Yes.
- B. Yes. At any time.

19. If you don't kill the entire band of Zombies, are all 4 there for the next Character, or only those left?

*Ans.. All 4 are there for the next Character.*

20. About the Chinese Dragon:

- A. The card lists it as an ENEMY-MONSTER, *not* an ENEMY-Dragon. Does it count as a Dragon for the Holy Lance, the Minstrel etc? Does it count as a Monster for the Runesword?
- B. In determining a Character's "weakest attribute" how do you count optional add-ons like Swords, the Potion of Strength, or the Mercenary?
- C. If the attributes are tied, do you determine randomly which will be attacked?
- D. If the Chinese Dragon wins and takes a Magic Object, does it go to the Chinese Dragon's space or to the discard pile?
- E. What is a losing Character does not have a *Magic* Object?

*Ans.*

- A. The card should read *Enemy-Dragon*. It does not count as a Monster for the Runesword.
- B. Options or add-ons are not included.
- C. Yes.
- D. To the discard Pile.
- E. Nothing happens.

21. About the Concealed Pouch:

- A. Does the "etc" in the description refer to *everything* that can take an Object (for example: Raiders, Gust of Wind, Cyclops, Witch) except the Acquisition Spell?
- B. Does it count as an Object (in addition to what it holds?)
- C. Can you switch what is in it? If so, when can you?

*Ans.*

- A. Yes.*
- B. Yes.*
- C. Yes. At any time.*

22. The Magical Vortex takes Spells "from all players" Does this include the Genie's Spell?

*Ans. No.*

23 The Man-at-Arms may die whenever the Character he's with is supposed to lose a Life. Does this mean a Life lost in Combat or by any means (Leper, Chasm, Psychic, Combat?)

*Ans. By any means.*

24. Can the Porter switch the Objects he carries at any time?

*Ans. Yes.*

25. About the Staff of Mastery:

- A. It can be used on "any one Enemy you land on" Does this mean *only* face-up Enemies, or can you also Master Enemies you draw?
- B. When you Master an Enemy, do you *have* to use it in your very "next Combat", or can you wait? If you *have* to use it, what if the attribute is wrong for your "next Combat" (or Psychic Combat?) - That is, would you have to use a Mastered Ghost (with Craft) to fight a Lion (with Strength)?

*Ans.*

- A. You can Master Enemies you draw.*
- B. You must use a Mastered Enemy with Strength in the next combat you fight where you have to use Strength, and you must use a Mastered Enemy with Craft in the next Combat where you must use Craft.*

26. About the Warhorse:

- A. What does it mean to *Charge* into Combat? Does it mean any Combat (in which case it acts like a permanent Psionic Blast), or only against face-up Enemies and/or Characters (and does it make a difference whether you are attacking or being attacked)? Can you always *Charge* on the Crown of Command?
- B. Does it say that it will "add your Craft to your Strength for one round of Combat only" to take into account the pit fiends and Band of Zombies.

*Ans.*

- A. You may use the Warhorse to charge into Combat for any Combat where you would normally only use Strength.*
- B. Yes.*

## ENDINGS

27. THE DEMON LORD

While a Character is fighting the Demon Lord, a protective barrier keeps other Characters from entering the Valley of Fire. Does this mean that the Demon Lord only fights one Psychic Combat per turn (and thus, it takes several turns to kill him?)

What about Character who are *in* the Valley of Fire? Or those elsewhere in the Inner Region? Must they move back?

*Ans. You fight one round of Psychic Combat per turn. Characters in the Valley of Fire must not move out in their next turn and may not enter the Crown of Command space. Those elsewhere in the inner region may move as normal but may not enter the Valley of Fire square.*

28. PANDORA'S BOX

This is yet another really *great* idea, but I find it to be ambiguous. If you play Adventures on other Characters, is it as if they drew those cards on their turn? Can you play Enemies Separately on another Character, or must they be combined (for example, can two Dragons each make a separate attack, or must they attack once a Strength 14?)

What Spells are usable? (Can an Immobility be cast on another Character to take away their next turn, or does it simply immobilise them for the rest of your turn? Can Slow Motion be cast on another player, even though its supposed to be cast at the start of *their* turn? Can you cast Temporal Warp on yourself, even though you don't roll for movement and your turn has started? Etc...Etc...)

Can you cast Spells that you draw on yourself (Healing etc?) Can you keep any of the Objects (Rod of Ruin, Magic Belt) or Followers (Mercenary) that you draw? Can you encounter any of the helpful Events, Strangers, or Places that you draw?

Overall, how does this work? Does it involve "bending the rules" (varying from the instructions on the cards, for instance?)

*Ans. Each Card you draw from Pandora's Box is played separately and therefore attacks are not combined. Adventure cards are exactly as if the player had drawn them themselves.*

*CHANGE. All Spell cards must be cast before your next turn. If you have any Spell cards at the start of your next turn they are discarded.*

*Otherwise all the normal rules for Spell Cards apply. You may play any of the cards you draw on yourself if you wish and all the normal Game Rules apply.*

## 29. THE BELT OF HERCULES.

What if your *regular* Strength is higher than 12 (which is not unusual in our games!) and/or you already have more than 5 Lives? How do Followers (Unicorn, Mercenary) Objects (Sword, Axe) Magic Objects (Magic Ring, Belt of Strength) affect your Strength? Can you still use them to add you Strength of 12?

Do you only fight one Character per turn? Do you only fight one Combat, or a series of them (to the death!) Does a Character lose if s/he loses one life, or all of them? Can you, the other Player, or both (or neither?) take an Object or Gold instead of a Life? (I find that if the odds are close, they are improved in the future if I take away a Strength-giving Object from the other Player.)

Can you be encountered (attacked) when it is not your turn? Where is your Character after you turn is over (on the space of the last Combat? The Crown of Command space? Somewhere else? Off the board?) What if another Character makes it up to the Belt of Hercules (the Crown of Command space?)

*Ans. If your strength or lives are higher than 12 or 5 respectively, you may choose which to use. Followers, Objects and Magic Objects, cannot increase the Strength you gain from the belt of Hercules. However, if they increase your own strength to higher than 12 you may choose you use that instead of the 12 Strength you would gain from wearing the Belt. You may fight one Character per turn but the fight is to the death, in other words you carry on fighting until either you or the Character you have chosen is dead. A Character loses once they have lost all their lives. Neither player may take an object or Gold instead of life, they both must take Lives when they win a Combat. Once you have the Belt of Hercules the only way another player can get it and thus win the game is by defeating you in Combat.*

## 30. THE DRAGON KING:

If you roll a 2 and defeat some, but not all, of the King's younger brothers, are they *all* there if this is rolled again?

If you roll a 3, is it a fight to the death all during one turn, OR one Combat and Psychic Combat each turn? Can you leave? Can other come up? How is this done?

If you roll a 4, the Dragon King attacks the other Characters. Are these attacks simultaneous Combat and Psychic Combat? Is there one incident of fighting per turn, or is it to the death? If it is only one incident per turn, he regenerates all 5 of his Lives between Combats and, therefore, cannot be killed? Is it only between Characters that he regenerates? Does he keep attacking the same Character until he or that Character each turn, or does he fight all of them in one turn? Can others move up to the Dragon King (the Crown of Command Space?) If so, what do they do? HOW DOES ALL OF THIS WORK ?!

If you roll a 5, do you then roll one or two dice when you try to roll under your craft?

*Ans. All three of the Kings brothers re-appear if you roll a 2 again. If you roll a three, it is a fight to the death all during one turn. All the rules for roll of 3 apply to a roll of 4 as well, (in other words, the dragon King attacks using Combat and Psychic Combat simultaneously and it is a fight to the death all during one turn) The Dragon King fights each player in turn (your choice as to which order) and there are no moves in between the Combats. In other words, he fights all of the other Characters in one turn to the Death. On a roll of 5 you must roll 1 die under your craft.*