



GRIM REAPER

Having Death himself prowling the realm of Talisman adds an extra element of tension and fun to the game, but it can cost characters dear! The Reaper works in mysterious ways and has no favourites, so his terrifying presence may prove beneficial or deadly to those who meet him along their way. The Reaper is not a character. Rather, he plays his own game and all players may get a chance to interact with him, as described below.

SETUP

At the start of the game, place the Grim Reaper Card next to the game board and place the Grim Reaper figure on the Portal of Power space.

MOVING THE REAPER

Death does not move until a player rolls a “1” for his move. When this happens, the player must complete his turn as normal, but then must roll the die again and move the Reaper according to the normal rules for moving a character, with the following exceptions:

- *Because it is difficult for both the Boatman and the Sentinel to refuse anything to the Reaper, he may freely cross the Storm River from the Sentinel to the Hills, or from the Tavern to the Temple (or vice versa), at the cost of a single movement point for either.*
- *The Reaper may not pass through the Portal of Power to the Inner Region, as he is already present in a space there.*

If a player forgets to move the Reaper and the next player starts his turn, there is no opportunity to backtrack. The chance has been missed and the Reaper does not move.

ENCOUNTERING THE REAPER

Whenever the Grim Reaper lands on a space containing one or more characters



at the end of his movement, the player who moved the Reaper must choose a character on that space for the Reaper to visit. The player who moved the Reaper must then point at the chosen character and say— as eerily as possible — “You!” The player controlling that character then rolls one die and consults the chart on the Grim Reaper card to determine what happens to his character. Characters who themselves land on the Grim Reaper’s space do not encounter the Reaper, nor can the Reaper be affected by any Spell, Adventure Card, or special ability.

REAPER IN THE DUNGEON OR HIGHLAND

The Reaper may enter and leave the Dungeon or Highland Region according to the normal rules for a character entering and leaving the Dungeon or Highland, with the following exception:

- *If the Grim Reaper reaches the Treasure Chamber or Eyrie space, he must immediately move to any space in any Region (except the Inner Region) and end his movement in that space. The player moving the Reaper chooses which space he moves to.*

REAPER IN THE CITY

The Reaper may enter and leave the City Region according to the normal rules for a character entering or leaving the City, with the following exceptions:

- *Because it is difficult to control where the Reaper roams, he may move around the City streets in either direction.*
- *The Reaper may freely move from the Town Square to the Jail (or vice versa), at the cost of a single movement point for either.*
- *The Reaper may enter a shop space (or the Jail), but only if he moves the full distance as indicated by the die roll.*
- *The Reaper may not leave the City from the Wharf space.*

All remaining rules governing movement in the City, also apply to the Reaper.