

# RUNES FOR TALISMAN

## BACKGROUND

*The land has entered a new era - the age of knowledge. Ancient scholars and mystics have travelled from afar and set up home along the banks of Storm River. They understand the untold power that is contained within simple symbols or Runes and by the use of secret and ancient rituals they are able to transform these Runes into a devastating force.*

This is the first part of series of articles dealing with Runes. In this part you will get the basic set of rules telling you how to get basic Runes and what to do with them. Further articles will explore the concept introducing other Runes, new cards and characters and expanded rules.

As items are introduced you will be able to download cards and rules from the WarpZone at <http://www.randomdice.com/games/talisman/>

## CONCEPT

Runes by themselves are pretty useless, but when you combine a few of them and add a touch of magic, they merge to forge powerful spells and items. Knowing what Runes to combine is the key to a successful life and a roadmap to winning the game.

In the basic set there are 7 runes; Fire, Water, Air, Earth, Life, Death and Universe.

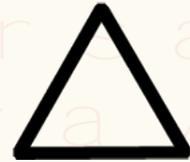
## COLLECTING

You will need at least 5 cards each of the seven runes. Shuffle the Rune cards and put them face down next to the Adventure cards. Put the Runebound Items next to the Enchantress.

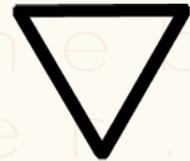
There are several ways to acquire Runes. The easiest way is to kill powerful enemies and spirits. If you defeat an Enemy with Strength 5 or more, or a Spirit with Craft 5 or more you may draw a random Rune card. Another way to get a Rune is to pay a visit to the Mystic in the village. He is willing to buy Rune cards for the price of 2 gold or sell you a basic Rune card of your choice for 5 gold. He will not purchase or sell more than 1 Rune per visit, and he will only sell basic runes if there are any available in the Rune deck. Shuffle to Rune deck after you have bought or sold a Rune card.

A character may carry any number of Runes and they do not count towards your carrying capacity. However, the Runes are Objects and follow other rules for Objects. They can be dropped, stolen, sold, lost, etc.

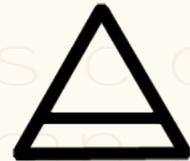
FIRE



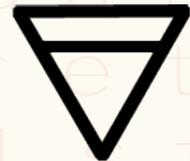
WATER



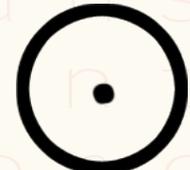
AIR



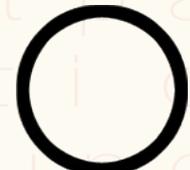
EARTH



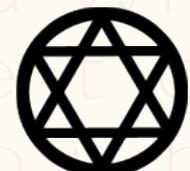
LIFE



DEATH



UNIVERSE



## USING

Only a few beings are able to tap into the energies contained inside the runes. Recipes are guarded more safely than other fortunes and the usage of them are both risky and expensive.

A character may visit the Enchantress in the city to use their runes. The Enchantress will charge 3 gold per visit. All Runes and any additional items required must be provided by the player. Use the table below to see what can be created. The Enchantress is only able to construct one of each runebound item. A runebound item that is dropped or lost returns to the Enchantress. A runebound item may still be traded with or stolen by another player.

### Enchantres - Recipes for Runes

Runes	Additional Requirements	Result
1 Life	1 Gold	Heal all wounds and get 2 additional lives
1 Universe		Teleport to any space in outer or middle region
1 Life, 1 Death		Draw 3 adventure cards, choose 1 to encounter.
1 Life, 1 Water		Get one Healing spell
1 Death, 1 Fire		Get one Fireball spell
1 Fire, 1 Earth		Gain 1 Strength
1 Water, 1 Air		Gain 1 Craft
1 Universe, 1 Earth	Any Sword	Gain the Rune Item Starstriker
1 Death, 1 Air	Any Shield	Gain the Rune Item Spirit Shield
1 Fire, 1 Life, 1 Death	One dragon carcass	Gain the Rune Item Dragon Secrets
1 Universe, 1 Air, 1 Water, 1 Fire, 1 Earth	1 Gold	Talisman

