



TALISMAN



Magic Object

Talisman

You may only enter the Valley of Fire if you have one of the fabled Talismans.

5



TALISMAN



Magic Object

Talisman

You may only enter the Valley of Fire if you have one of the fabled Talismans.

5



TALISMAN



Magic Object

Talisman

You may only enter the Valley of Fire if you have one of the fabled Talismans.

5



TALISMAN



Magic Object

Talisman

You may only enter the Valley of Fire if you have one of the fabled Talismans.

5



ETERNAL TALISMAN



Magic Object

Talisman

Forged in the fiery depths by the Ifrit, the Eternal Talisman is immune to the ravages of flame and cannot become *burnt*.

5



VERDANT TALISMAN



Magic Object

Talisman

Your life and fate values
are increased by 1.

5



STYGIAN TALISMAN



Magic Object

Talisman

Other characters cannot
heal or gain life while
you are at the Crown
of Command.

5



CURSED TALISMAN



Magic Object

Talisman • Cursed

Add 3 to your result
when rolling at the
Mines and the Crypt.

5



AGELESS TALISMAN



Magic Object

Talisman

While a character is on the Crown of Command, add 5 to both your Strength and Craft.

5



SPELLBOUND TALISMAN



Magic Object

Talisman

Spells will not affect you while you are in the Inner Region, other than the Command Spell.

5



TALISMAN OF CENSURE



Magic Object

Talisman

Other characters must roll
2 additional dice when
passing through the
Portal of Power.

5



TALISMAN OF POWER



Magic Object

Talisman

Add 2 to your Strength
while in the Middle
or Inner Region.

5



TALISMAN OF WISDOM



Magic Object

Talisman

Add 2 to your Craft
while in the Middle
or Inner Region.

5



TALISMAN OF PROTECTION



Magic Object

Talisman

You cannot lose more than 1 life per turn while in the Inner Region.

5



FALSE TALISMAN



Magic Object

The Talisman is cursed!
You must take it. You cannot
enter the Valley of Fire until
you gain another Talisman.
You may then discard
the False Talisman.

5



IRON TALISMAN



Magic Object

Talisman

After rolling the die when using *Armour*, you may add 1 to the score.

You must discard the Iron Talisman once you enter the Valley of Fire.

5



TALISMAN



Magic Object

Talisman

You may only enter the Valley of Fire if you have one of the fabled Talismans.

5



TALISMAN



Magic Object

Talisman

You may only enter the Valley of Fire if you have one of the fabled Talismans.

5



NETHER TALISMAN



Magic Object

Talisman

You must take it. If you are defeated in battle or psychic combat and lose a life, you are killed. You may discard it if you defeat a creature or character in battle or psychic combat.

5



TALISMAN OF THE FALLEN



Magic Object

Talisman

Add 1 to both your Strength and Craft for each other ***Soulbound*** Object you have with 'The Fallen' in the title.

5