**Timescape**

*After countless aeons, he is back! The Old Wizard, the same man who forged the mighty Crown of Command decided he cannot trust the fate of the world into hands of mere mortals who spend their precious little time fighting each other, greedy in their hearts, with no obvious desire to rule his old kingdom with wisdom. It is time he took matters into his own hands and reinstated his reign.*

*He has travelled places unimaginable, he has escaped the Horrible black void and walked the world when The Old Gods ruled it before him. He has seen the future of man. He now has all the knowledge he needs to restore his power and come back into the world of Talisman. All he needs is a body of an unlucky adventurer. Then he will reach out for adventurers he will deem worthy and they will help him rule once more. Their own lust for power will be their undoing…*

The Old Wizard

Whenever a character dies put The Old Wizard NPC to space where he died and add three fate on The Old Wizard card. When The Old Wizard is removed from the board, remove all fate on his card. When any player reaches the Crown of Command space, remove the Old Wizard from the board if able. After any player has reached the CoC space, the Old Wizard cannot enter the board for the remainder of the game.

When more than one character dies at the same time, the player whose turn it is, decides where to put the Old Wizard (following the rule it has to be a space where one of those character died).

You can use the miniature of the character whose death brought The Old Wizard back or any other convenient miniature as The Old Wizard‘s miniature.

When a player chooses to encounter the Old Wizard as a result of a space text (eg The Treasure Chamber) move the Old Wizard to that space if he is on the board. If The Old Wizard is not on board put him to that space and add three fate to his card. Then he is encountered normally following the rules on his card.

Whenever a character enters the space with The Old Wizard, he must stop his movement there. If the character has any strength or craft counters he must encounter the Wizard. Otherwise he may choose to encounter the Wizard instead of encountering the space normally. The Wizard takes precedence over dragon scales or the Harbinger.

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**The Old Wizard NPC card front:**

If you play a game with The Old Wizard put this card into play with this side up.

You can choose either to challenge the Wizard or do his bidding.

*Challenge the Old Wizard himself:*

You may choose whether to engage the Wizard in battle or psychic combat. The Old Wizard cannot be target of any spell, effect or character‘s ability. Add 3 to your attack roll for each Talisman you have. Any other player may spend 1 dark fate to reroll the Wizards attack roll once. If you defeat the Old Wizard you win the game. If you lose you are killed!

*Do his bidding:*

Lose all your Strength and all your Craft.

Then choose a corner region that is on the table and replace it with its corresponding Timescape region or vice versa. Or put a new Timescape region into play. Discard any cards or counters in the region being replaced and move any characters there to their starting spaces.

*His power grows:*

Any time a player draws and resolves a Timescape card, add 3 fate to this card and move The Old Wizard to that character‘s space.

Whenever a player rolls 6 for his move, he may spend 1 fate on this card to move The Old Wizard 1 space in any direction. If he decides not to spend the fate add 1 fate to this card. The Old Wizard may cross the River as if he were using a Raft. When the last fate is spent, remove the Old Wizard from the board. When there is 10 or more fate on this card, flip this card.

Strength/Craft: 21

**The Old Wizard NPC card back:**

Move The Old Wizard to the Crown of Command space and discard any alternative ending card there. The Old Wizard is the current ending now. He cannot be moved or removed from the board for the remainder of the game. From now on, if any player dies, he is out of game.

*The Command spell:*

Once per round, if any player rolls 1 for his move, The Old Wizard casts the Command spell causing every player to lose 1 life. Treat this spell as if it were cast by a player. That means that any player can counter it with a spell or any other effect. If cast back at The Old Wizard it has no effect.

A player at the Crown of Command space must challenge The Old Wizard.

*Challenge the Old Wizard himself:*

You may choose whether to engage the Wizard in battle or psychic combat. The Old Wizard cannot be target of any effect or characters ability. Add 3 to your attack roll for each Talisman you have. If you defeat the Old Wizard you win the game. If you lose you are killed!

Strength/Craft: 21

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Timescape cards:

Any time a Timescape card is drawn, if The Old Wizard is not on table put him to a space where the card was drawn and add 3 fate to his card. If he is on the board move him to that space and add 3 fate to his card.

Replacing or removing regions. Any cards that are in the regions being replaced or removed are discarded, any counters or gold are returned to the box. If a region is being replaced move any characters or NPCs there to their starting spaces (if the Old Wizard is in the region being removed, remove the Old Wizard from the board).

The Timescape regions:

**The Catacombs** (replaces the Dungeon)

Region lore:

*After the world started falling apart, many people from the outside world and the City decided to také shelter in the Dungeon. Most of them died during that time*, *yet some survived and started a colony of a few that grew over the centuries into a nest of infection and full of inhabitants of unnerving visage who guard their home relentlessly*. *As the outside world shattered so did most of the Dungeon which is now a maze of tunnels and dead ends. But there are darker places still… Rumor has it, the infamous treasure chamber still guards its secrets somewhere deep in the Catacombs where no living man dares tread for its depths are swarmed by the creatures of the past who slept the apocalypse through and if not disturbed they might just sleep forever...*

Dungeon Entrance

Draw cards

Draw 2 cards from the City deck or 1 card from the Dungeon deck. Do not draw cards if there are already 3 cards on this space.

Outpost

End your movement here

Draw 1 card from the City deck and 1 card from the Dungeon deck. At the end of your turn, discard all cards on this space.

On your next turn move backwards or move to the Tunnels.

Tunnels

Draw cards

Draw 2 cards from the Dungeon deck or the Bridge deck. At the end of your turn, discard all cards on this space. On your next turn, instead of moving normally, move 1 space in either direction or roll a die: 1-2 move to the Colony, 3-4 move to the Necropolis, 5-6 move to the Hive.

Colony

Lose 1 life and visit the Dealer, the Leech or the Ghoul Guide.

Do not lose life if encountering this space again.

the Dealer, pay 3 G to draw a random card from a Shop deck of your choice

the Leech, pay 1 G and lose 1 Strength to heal up to your life value

the Ghoul Guide, pay 1 G. On your next turn, move to the Temple.

On your next turn, you may encounter this space again or move away normally.

Necropolis

Draw 3 cards from the discard pile

Shuffle any adventure discard pile that has at least 3 cards and draw 3 cards from it.

Hive

End your movement here.

If not encountering this space again draw 3 cards from the Dungeon deck. At the end of your turn, discard 1 card on this space.

On your next turn you may either encounter this space again, move away normally or, if there is no card on this space, move to the Treasure Chamber and add 3 Dungeon cards to this space.

Treasure Chamber

Explore the Chamber or enter the Timescape

Gain 1 random Treasure card, encounter the Old Wizard or lose all your Craft and Strength to draw 1 card from the Timescape deck. On your next turn move to the Crags.

**The Ruins of Ash-Ahk’Laa** (replaces the City)

The starting space is not adjacent to the City space, it is adjacent to the nearby Woods space instead.

Excavation Site

Search for a treasure or draw cards

Draw 1 card from the City deck and 1 card from the Dungeon deck or miss 1 turn to roll a die: 1-2 found nothing, 3-4 draw a random card from the Potion deck, 5 draw a random card from the Armoury deck, 6 draw a random card from the Magic Emporium deck

**The Storm Lake** (replaces the Highlands)

**The Nightmare Arboreum** (replaces the Woodlands)

The Timescape cards:

Lord of Darkness‘ Husk

Magic Object

Armour

It counts as 2 objects for your carrying limit.

Add 1 to your Strength and 1 to your Craft.

If you are defeated in [battle](http://www.talismanwiki.com/Battle) and just lost a [life](http://www.talismanwiki.com/Life), roll 1 die. If you roll a 2, 3, 4, 5, or 6, the Armour protected you and you did not lose that [life](http://www.talismanwiki.com/Life), though you still lost the [battle](http://www.talismanwiki.com/Battle). If you roll 1, lose an additional life.

Time Collapse

Event

Meddling with Time itself made it very unstable. As the future and the past are juxtaposed so is the matter and its counterpart. Choose and remove 2 corner regions from the game.

Time Portal

Place

Lose all your fate to take a secret look at the current hidden ending if there is one. You can then replace it with a new hidden or revealed ending. If there is a revealed ending or no alternative ending you may draw a new revealed or hidden ending. This is the new ending.

Weapon of the future

<picture of a revolver>

Object

Weapon

During battle, you may discard this card to add 8 to your attack roll.

Crown of Command

Magic Object

Place 3 fate on this card. Once per round you may miss one turn and spend 1 fate from this card to cast the Command spell. When there is no more fate on this card, discard it.

Power Surge

Event

You were chosen by The Old Wizard to do great things as he gives you unimaginable power. Gain 3 points of any combination of Strength or Craft.

Void Beast

Enemy – Monster

Strength 11

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Horrible Black Void

Event

You have opened something you should not have. You are stripped of everything as you are being pulled into the black nothingness of the Void. You are killed!

Spirit Realm

Place

You may enter the Spirit Realm to draw a character of your choice from the unused character cards. Then replace your character card with the new one. This is your character now. You retain all your cards and counters with the exception of eventual character specific counters of your previous character. The Spirit Realms then fades to discard pile.

Cataclysm

Event

As you explore the depths of Timescape, hundreds of years have gone by in the outside world. Discard all cards and counters on the main board. Replace the current main board with the Cataclysm main board or vice versa. Move all characters and non-player characters to theis starting spaces.

The Old Wizard‘s Staff

Magic Object

At the start of your turn you may gain 1 spell, if your Craft allows. Once during your turn you may discard 1 of your spells.

Black Knight‘s Lance

Magic Object

Add 2 to your Strength during battle.

Add 4 to your Strength during battle against another character.

When you end your movement on a space adjacent to a space with another character, you may move to that character‘s space. You must then encounter that character.

Primeval Talisman

Magic Object

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

You need only roll 1 die when opening the Portal of Power and 2 dice in the Mines or the Crypt.

Warlock‘s Orb

Magic Object

Add 3 to your Craft during psychic combat.

Pilgrim of Time

Follower

You are accompanied by a mighty being who has seen the future and the past. After you encounter a space with instructions to draw 1 or more Adventure cards and have drawn the required number of cards, you may draw 1 more card and add it to your space. Then discard 1 card on your space.

Mystery Box

<picture of a Talisman game>

Object

You might have found The Old Wizard‘s greatest weakness! You may discard this card at any time to remove the Old Wizard from the board (even if he is on the Crown of Command space) if able. Then gain 6 fate.

Grim Reaper

Stranger

You have ventured into the Death‘s Realm! If the Grim Reaper is on the board move him to this space. If he is not on the board put him into play and move him to this space.

Lightbound: Move the Reaper to a character of your choice who then must roll on the Reaper‘s chart.

Darkbound: Roll on the Reaper‘s chart.

If you are unbound you may remove the Grim Reaper from the game instead.

**Optional rules:**

You can use the four Timescape boards instead of the corner boards from the start. They are thematically suited to the Cataclysm board but feel free to use them in any game it suits you.