



TALISMAN

THE ROOK

A gargantuan enchanted tower crunches through the land, at the command of the powerful wizard of The Rook.

SETUP

Place The Rook's character figure on the Crag.
Place the character card in view of all players.

RULES

All rules governing The Rook are stated on the character card.

In detail: As per the character card, the Rook can be moved by a player who lands on its space, before beginning the Encounters step of their turn (i.e. before choosing to encounter the space or any other character on the space).

The player first rolls a die to determine the terms set by the wizard of The Rook for moving (consult The Rook character card).

If the terms are met (i.e. the cost is paid) then a "Castle Move" takes place:

The player moves the Rook in one straight (orthogonal) line along the board. They must move The Rook at least 1 space.

The player chooses whether or not to accompany The Rook on this journey. Moving with The Rook effectively extends their movement and lands the character on a new space which they may then encounter as normal.

Alternatively, if they move The Rook but do not move *with* The Rook, *or* if they refuse to meet the

wizard's terms at all, then the player begins the Encounters step of their turn on their current space as normal.

For each space The Rook enters during the "Castle Move", a die is rolled to determine the effect on that space (consult The Rook character card).

CLARIFICATIONS

You may use The Rook NPC character card and figure if all players agree at the start of the game.

After rolling the die to determine the wizard's terms, the player may choose *not* to meet these terms and then continue with their turn as normal, encountering their current space or any other character on it.

During a "Castle Move", other standard rules of movement must be obeyed. For example: The Rook cannot cross the Storm River, and The Rook must move with or against the arrows in the expansion regions.

The Rook may not enter the enclosed spaces of The Dungeon or The City board (it may enter the City space however). The Rook may cross between regions at the Sentinel without a fight.