

TALISMAN CITY

"Be it known, though our Sovereign Lord, the good King Nialls, does not approve of that Quest which men call The Search For The Crown Of Command, nor shall permit any mischief to come of it, he does, in regal right, recognise that some shall seek to partake of the Quest. In recognition of this fact, his Illustrious Majesty revokes the previous order restricting access to the City for those of an adventurous disposition.

"Commencing forthwith, the gates of the City are open."

THE CITY

The Talisman City is a compact, densely-populated place. It is many things to many people - seat of the King's government, port, marketplace and religious centre. From here, the King's writ expands to cover all of the Kingdom, but it is only within the walls of the City itself that the Watch truly maintains a semblance of order.

The City presents boundless opportunities for those quick enough of mind to seize them and strong enough of arm to hold them. Employment, trade, financial assistance - all of these, and many more, can be found within the City Gates.

Some adventurers are born to the City. Some come to the City less through choice than as the result of their earlier adventures. Some are brought in chains. For all who seek their way to the Crown of Command, however, the City offers an alternative strategy.

Those who walk its path do not do so in the hope of finding a short-cut to the Middle Region of the Kingdom and beyond, although it is but a short boat ride from the City Wharf to that Region's shores. Nor can they expect to find Magical Objects lying about in the streets. However, for all of those who believe Gold will aid their passage, then the City is their goal, for unparalleled opportunities exist there to make fortunes - and to lose them.

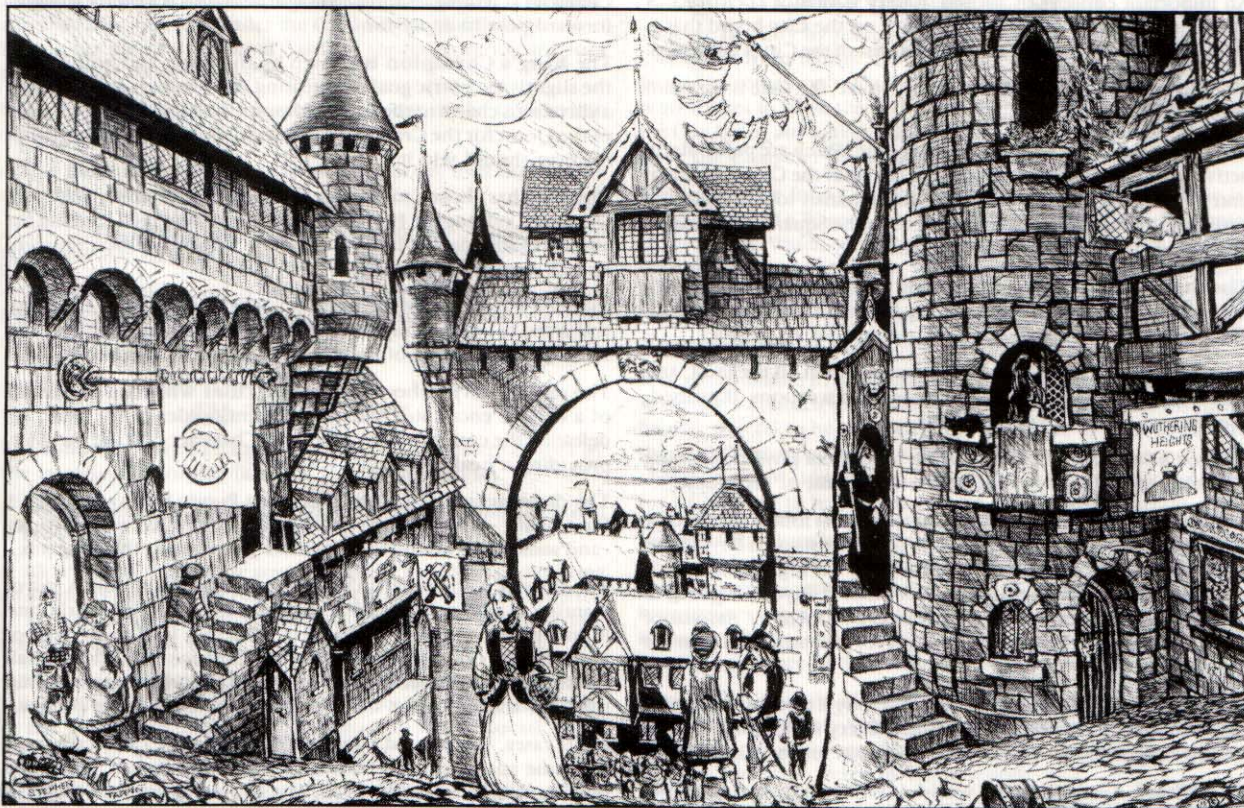
Just as importantly, the City offers lucrative posts to the most able.

The path to each is different, but all bring the same reward - greater power with which to challenge the world outside.

By approaching the officers of the Royal Castle, you might receive the rank of **Sheriff**. As well as freedom of movement in the City, this post entitles you to substantial discount on arms and armour. If you can find, challenge, and defeat the present incumbent, you can become the **Master Thief**. Money will come freely to you; but you will be trapped within the City until you can obtain your release by more subtle means than the City Gates. The post of **High Mage** is also vacant; the Wizards' Guild awaits the first Mage who can bring to them a significant new magic item for their repository. Finally, rumour has it that the King himself walks the streets, seeking benevolent souls who can be knighted as the **King's Champion**.

These aside, the City brings word too of the **Valkyrie**, a warrior-woman of the spirit world, for whom souls fight, and the awesome **Minotaur**, a grim being of great strength who chooses the Crag for his home.

But mostly, the City is about money. The chance to buy and sell, the chance to gamble. If you can leave the City with a suit of Plate Mail, a Warhorse and a purse full of Gold, then your time will indeed have been well spent...



COMPONENTS: Talisman City should contain the following components:

- 1 Talisman City game board
- 72 Talisman City Adventure Cards
- 7 Talisman Adventure Cards (to be merged with the Adventure deck from the main game)
- 3 Talisman Dungeon Cards (to be merged with the Dungeon deck from the Talisman Dungeon expansion set)
- 20 Purchase Cards
- 10 Spells Cards
- 5 Loan Cards
- 5 Warrant Cards
- 6 Character Cards
- 6 Playing Piece Cards
- 6 Playing Piece Stands
- 1 Rulebook (you're reading it!)

SETTING-UP

Place the Talisman City board alongside the main Talisman board. It is best if you can arrange things so that the corner on the main board marked *City* is next to the corner of the Talisman City board marked *City Gate*.

Shuffle the Valkyrie and Minotaur Characters into the main Character Card deck. Place the Sheriff, King's Champion, High Mage and Master Thief in a separate pile to one side.

Add the new Purchase Cards to the existing Purchase deck (remembering to keep the Talisman Timescape Purchase Cards separate). Shuffle the new Spell Cards into the main Spell deck. Add the new Adventure Cards to the main Talisman deck, and the new Dungeon Cards to the Talisman Dungeon deck.

Place the Warrant Cards and Loan Cards to one side, in two separate piles.

That should leave you with the Talisman City Adventure Cards. Shuffle these into a new deck, and place them somewhere close to the City board.

Finally, if you have a Character who begins the game in the City, place the Character on the Town Square space of the Talisman City board.

City Adventure Cards

City Adventure cards work in the same way as ordinary Adventure cards, with the exception of the Event/Law cards; see *Warrants and Arrest*.

New Spells

Note that none of the new Spells will affect a Character who is in possession of the Amulet, even if he wants them to.

THE CITY'S LOCATIONS

An important concept in **Talisman City** is that of *Locations*. A Location is defined as any named place on the City board that is not a street. The following is a complete list of the City's Locations.

The City Gate - Equivalent to the City space, the Gate is the main entry point into the City.

The Town Square - A hive of activity. The Watch are particularly active here, checking people going in or out of the City. A nominal entry fee is supposed to be levied on all transit to and from the City, but the Watch let many pass through the Square unmolested, preferring to pester those who linger.

The Stables - Honestly and securely run, a safe haven for pack animals and riding beasts. The owners also run a trading operation, although they do not always have riding animals in stock.

The Armoury - The finest repair workshop in all the land, and the only source of high-quality armour and weapons. If pushed, the owners will buy your cast-offs.

Doctor's Surgery - The City's most prominent physician, doing a roaring trade treating adventurers in pursuit of the Quest.

The Anarchist's Guild - A Guild for those who follow the precept that there is balance in all things. The Guild has its own Physicians, who provide free medical attention. It also has regular sittings of its Council, who are known to believe that if anyone is going to get the Crown of Command, it had better be a member. Assistance is available to those who prove themselves potential victors in the Quest.

The Six Fates Inn - Most famous of the City's taverns; handy for the port, and an adventurer's paradise. Every night, players sit in on the biggest games of Six Card Snakebite in the Kingdom.

The Wharf - Gateway to the world. It is from here that ships ply their trade - occasionally with a cargo they are unaware of. A cargo that has a Warrant out for it...

The Bank - Financial institutions the world over have proved very interested in the Quest, but here alone will they invest in your enterprise. Unsecured loans are available. Just don't try to leave town without paying them back, unless you want to become a toad.

Magic Emporium - Where else can you find a shop that will sell you off-the-scroll magic at such cheap prices? Connoisseurs may browse for particular, premium-priced items.

The Enchantress - A unique enterprise. Visit the Enchantress to be transported to new worlds, or to seek your fortune in this. Does she foretell fortunes, or create them?

The High Temple - The centre of religious observance. You will be given every opportunity to make a donation to the Roof Fund. The favoured may even see earthly reward for their prayers.

The Apothecary - The owner's a tetchy devil, but a renowned collector and potion-brewer. He'll buy just about anything you have for good gold, which you can then spend on his marvellous brews. But stay clear of Grimwood's Olde Throat-burn - it's a killer.

The Royal Castle - Ignore the keep in the backwaters of the Kingdom, this is where the real seat of power lies; a magnificent residence and house of government. Come here as a tourist and leave marvelling at the architecture; come as a supplicant, and leave with your enemies charged; come with talent, and you may leave as an officer of the King. Come as a prisoner, and you'll probably not leave at all...

NEW CHARACTERS

Talisman City introduces 6 new Characters to the Talisman game. The **Minotaur** and **Valkyrie** are standard new Characters, to be used in the same way as any other normal Character. The remaining four, however, are slightly different.

The High Mage, King's Champion, Master Thief and Sheriff are not available as Characters at the beginning of the game, and their cards should be kept separate from the others (they have different backs to help sort them). Instead, players will have the opportunity to play these Characters when they take part in certain Encounters in the City.

To become the **High Mage**, a Character need do no more than be the first to present a Magic Item to the Magician's Guild. The Guild headquarters is the Magic Emporium, so, providing a Character is willing to donate a Magic Item, this is a pretty straightforward post to apply for.

The **King's Champion** is chosen by the King, and will pursue the slightly eccentric goal of defeating law-breakers and bringing a chivalrous charm to the land. Although the King doesn't approve of the Quest for the Crown of Command, he's happy enough that *his* man should win it...

The King has chosen to find his Champion in a slightly odd way. Disguised as a beggar, His Majesty wanders the street, looking for a worthy individual. If he finds someone who is charitable enough, he will appoint him at once.

In other words, one of the beggars in the City might be the King; and if you're lucky enough to give the right one some money, you'll stand a good chance of becoming the King's Champion.

The opportunity to become **Master Thief** will arise as a result of a chance encounter with the current holder of the post. By defeating the current Master Thief, any Character can take his place, providing a healthy income for life.

The drawbacks are that you'll become Public Enemy Number 1 for a while - which means getting out of the City will be tricky - and someone is bound to come after you wanting the same job...

The **Sheriff** is appointed in a more conventional fashion. A player wanting to take-up this Office should go to the Royal Castle, and follow the instructions given there. This may lead to the post of Sheriff being offered to the Character - perhaps only after a small consideration has been given. The Sheriff has great powers within the City, and can make life pretty miserable for other players.

In all cases, you should continue with the new Character from the same space that your old Character had reached. All of the old Character's Strength, Craft, Lives, Gold, Followers, Objects, etc are carried forward to the new Character.

The only complication comes if the new Character has a different Alignment; if so, check all Followers, Objects etc for compatibility. If an Alignment change means you cannot keep one of the cards you hold, discard it - leaving it in the space your Character is occupying.

A Character can resign as King's Champion or Sheriff at any time; simply go back to using your old Character. The Character loses the Strength/Craft gains, and all the Special Abilities that the new Character gave him. A Character can also resign as Master Thief, under the same conditions, but retains any Warrant that he is holding. You may not resign as High Mage.

It is not possible for more than one person to hold any one of these Offices at the same time. In the case of the High Mage this is no problem, as only the first Character to offer a Magic Item to the Magicians' Guild is given the post.

The King's Champion is replaced whenever the King chooses another Character to be his Champion; the original Champion goes back to using his old Character, and the Champion card is passed on to the new holder of the Office.

The Master Thief will only lose the post if he is defeated in Combat - whether by the Master Thief if his card is redrawn, or by one of the Characters challenging the present holder of the office.

The Sheriff can only lose his job by resigning; there is no way in which another Character can assume the role of Sheriff unless the post is already vacant.



Characters and the City

As a general rule the City can be considered to be part of the Outer Region, and obeys the normal rules for that Region. Where the Special Ability of a Character does not seem to apply to a situation in the City, bear this rule in mind.

Here are a few examples:

- The Pirate may still plunder the Doctor - even though the Doctor's Surgery is now a separate location in the City. The Pirate may also continue to plunder the Castle in the Middle Region, yet he may not plunder the Royal Castle or the Bank, as his card does not mention these two locations.
- The Leprechaun may teleport into or out of the City, to any square of the player's choice.
- The Amazon continues to roll two dice to discover how far she can move, even though she is in the City.
- The Gladiator may train the Errand Boy or the Urchins, but the latter will not leave the City.
- The Soldier continues to replace his Helmet and Sword, if lost, by reaching the City space on the main board; he does not have to enter the City itself.

IN THE CITY

The following major changes to the general rules are caused by the introduction of the Talisman City expansion set.

- The information on the City space of the main Talisman board is redundant.
- All actions in the City are governed by the Law; after committing an illegal act (see *The Law*) during an Encounter, players are required to draw an additional Adventure card to see if the Watch arrives; see *Warrants and Arrest*.
- Mules, Horses, Carts, Dragons and any other oversize items may not be taken into any of the City's Locations apart from the Stables or the Wharf, and must be left in one of these two Locations, in the street, or beyond the City Walls.
- No fighting is possible in any of the City's Locations, except where indicated on the board. Unless stated otherwise, combat may only take place in the Street spaces.
- In all other cases, the City remains part of the Outer Region. Anything which affects the Outer Region, affects the City. All rules applying to the Outer Region apply to the City, unless specifically replaced by the rules given in this book.

ENTERING THE CITY

The Talisman City board is a replacement for the City space in one corner of the main Talisman board. Specifically, the City Gate space on the new board can be considered as being one and the same as the City space on the original board. It follows, therefore, that a Character who occupies the City space on the main board is standing at the City Gates.

To enter the City, a Character must *finish* his or her move on the City space of the main board - ie must land exactly on the City space, without any movement left over. The Character is then transferred to the City Gates space on the Talisman City board, ready to enter the City next turn.

Entry to the City by boat is also possible. When you were setting-up, you shuffled some River Barge cards into the main Talisman deck; if a Character draws one of these cards during his turn, he may take a ride on the barge - disembarking at the Wharf space on the City board. Note that this is the only way to get into the City by river; a Character cannot build a Raft to enter the City.

MOVEMENT AROUND THE CITY

In general, while in the City a Character follows the existing rules for moving in the Outer Region of the main board: you roll a dice, and must move the Character that many spaces, without reversing, in any direction. However, the following changes must be made when moving around the Talisman City:

- Any Character moving into a Location ends his movement for that turn there.
- Although they may appear to be adjoining, it is impossible to get from one Location to another without first going through the streets.
- You may not choose to stay in a Location; you must move if you are able to do so.

LEAVING THE CITY

To leave the City by road, a Character must be able to reach the City Gates from within the City. Once there, the Character can be moved across to the City space on the main board. A Character who wishes to leave the City does not have to finish his move at the City Gates; any additional movement is taken on the main board once the Character has been transferred across.

It is impossible for a Character to leave the City by road if he is in possession of a Warrant (see *Warrants and Arrest*). If he attempts to do so, the Watch will attempt to arrest him. He must fight a Combat against a unit of the Watch (Strength 7). If the Character loses he is taken prisoner and thrown into the Donjon; if the Character wins, or the result is a Stand-Off, he escapes arrest - although he may not leave the City.

It is also possible to leave the City by catching a boat from the Wharf. If a Character is at the Wharf at the beginning of his turn, he may pay 2G to be transported to any space of your choice in the Outer Region; or pay 4G to be transported to any space of your choice in the Middle Region. Although, again, it is not possible for a Character to leave by this route if he holds a Warrant card.

However, if a Character's does not wish to pay passage on the boat, or is unable to leave in the normal way because he has a Warrant card, he may become a Stowaway on the Boat. A Stowaway doesn't have to worry about having a Warrant on his person, but the player to your right chooses which Outer Region space the Character is taken to before he is discovered and thrown off the boat.

You will also have shuffled two Dungeon Doorway cards into the City Adventure deck. These can provide access to the Talisman Dungeon expansion set if you are using it. A Character with a Warrant can leave freely by this method.

Finally, the rules given in the Talisman Timescape expansion set state that the Enchantress, under certain circumstances, will open a Warp Gate that will transport Characters to the Timescape board, whether they possess a Warrant or not.

This rule still applies when using the **Talisman City** expansion set, even though the Enchantress now has her own location.

THE LAW

The Watch are very strict, and have a long list of crimes that they keep an eye out for. The following are the illegal activities you can commit in the City, and which carry the risk of the Watch intervening. If you break one of these Laws during an Encounter in the City, draw a City Adventure card (and pray it isn't the Watch).

STATUTES OF THE CITY

1. It is illegal to take part in Combat whilst on the City Streets. It is of no importance who started it, nor who was involved; any and all fighting is forbidden.
2. It is forbidden to fire or throw any form of missile weapon, as this is considered to be another form of fighting.
3. Karate, Assassination, Secret Strikes and/or Killer Blows are also illegal; these are nothing more than alternate names for fighting.
4. It is illegal to Trade in the Streets without a license. Licenses may be obtained, giving 3 years notice, from the Dept of Licenses; please apply in triplicate.
5. Casting Spells in the Street, from any source, is illegal.
6. Beguiling, Charming, Corrupting and Enchanting are all considered to be spells, and are therefore crimes.
7. It is illegal to Plunder.
8. It is illegal to Steal.
9. It is illegal to be a Cyborg, Ghoul, Hobgoblin, Orc, Troll or a Warrior of Chaos.
10. It is illegal to have no money at all. The City has standards to maintain.

WARRANTS AND ARREST

Representatives of the Law are very active in the City, and come down very hard on wrong-doers. They have a very sophisticated procedure for making sure that watch officers can recognise miscreants and wanted men.

The procedure for running the Watch is as follows:

During the normal course of play, if a Character with a Warrant draws a City Adventure card, and this is one of the Law cards, the Watch will seek to make an arrest (obviously, if it is any other kind of card, resolve it as normal). The Character must fight a Combat against the Watch. If they win, the Character is taken at once to the Donjon, and must follow the instructions there. If it is a Stand-Off, or the Character wins, then he has escaped arrest this time; he does, however, retain the Warrant card.

The Watch will also seek to arrest anyone who has just committed a crime, whether or not they hold a Warrant Card. After resolving an Encounter which involved breaking one of the Statutes of the City (see *The Law*), draw a City Adventure card. If this is a Law card, the Watch will try and make an arrest in the same way as above; if it is any other type of card, discard it.

Warrants can be purchased at the Royal Castle and immediately given to other players, who may not refuse to take them. This allows those low-down trouble-makers amongst you to spoil other Character's chances of completing the Quest by laying false charges against them.

Note that two of the cards - The County Patrols - that you have shuffled into the main Adventure deck are Law Cards, which means a Character can be arrested outside of the City - although the County Patrols will only attempt to arrest Characters who are in possession of a Warrant.

Finally, other Characters may turn someone with a Warrant card over to the hands of the law. If the Character in possession of the Warrant card is defeated by another Character in Combat, the victor may send him to the Donjon instead of taking an Object or a Life.

The normal way in which a Character can get rid of a Warrant are as follows. Once a Character is taken to the Donjon he has three

options; bribery, escape, or judgement. If he decides to bribe the Judge, or accepts the sentence given, then the Warrant Card is discarded upon leaving the Donjon. A Character who manages to escape retains his Warrant Card, as he is still marked for arrest.

Thus, only someone who escapes need have anything to fear, for he has not paid his due to society.

LOANS

Any Character can obtain a Loan by landing on the Bank space. A Character taking out a Loan should take a Loan card and 3 Gold, which can then be spent in the normal manner. However, the Character must repay a total of 4 Gold, in one payment, before he leaves the City. He can repay the loan at any time, and from wherever he is in the City. Should he attempt to leave the City before making repayment, the Bank's Wizard will cast a Spell to turn him into a Toad - follow the normal rules for such a transformation.

OPTIONAL RULES

The following are some optional rules which apply to all of the Talisman products, developed from players questions and comments. Before starting a game, all players must agree on which, if any, of the following rules are being used.

Spells

A number of people have pointed out that it is possible for a Character to cast half-a-dozen or more spells at once. The following optional rules solve this problem.

a) A Character can only cast spells in his *own* turn - unless they are defensive spells designed to protect the Character from attack, in which case they can be cast at any time within the restrictions given on the card.

b) A Character can cast a maximum of *one* Spell at a time - within the restrictions given on the card.

Objects

As the rules stand, a Mule, and other similar Objects that are used for transporting goods, enable a Character to carry any number of objects, no matter how big they are.

We suggest that a limitation is placed on the size of the Objects that can be carried in this fashion. If it is obvious that an Object is too big to be carried by a Mule - or put in a sack etc - then that Object cannot be taken unless the Character himself has less than 4 Objects.

For instance, it is impossible to have more than 4 Mules, as this is the maximum the Character himself can take - an additional Mule would have to be carried by one of the other Mules, which is obviously impossible. Note that in this case, the Character's other Objects - if they aren't too big - may be carried by the four Mules, taking the total carried by the Character to over 4.

TALISMAN CITY

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Printed in the UK

PRODUCT CODE: 0212

REFERENCE NO: 002121

ISBN: 1 869893 67 0

Published by:

GAMES WORKSHOP

Games Workshop Ltd, Chewton Street, Hilltop, Eastwood, NOTTS NG16 5HY
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