





The game board represents a land once ruled by a powerful wizard. The wizard is now dead, but legend has it that if anyone can make their way through the perils of the various regions and discover the wizard's Crown of Command, they will be granted the power to become ruler of the land. It is this legend that has drawn here the various adventurers, each of whom seeks the Crown.

You are one of the adventurers, and you will meet powerful enemies, discover friends and magical objects, and meet strange beings on your journey. Finally, when you have gained sufficient power, you can cross the last and most dangerous region to secure the Crown of Command. But no matter how powerful you have become, your journey will have been in vain unless you have first found the TALISMAN.

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The board depicts the magic lands. It is divided into three *Regions*. Each Region is sub-divided into *Spaces*. Each Space has its title (in colour) and Encounter instructions (in black) printed along its edge. The three Regions are:

### THE OUTER REGION

This runs around the edge of the board and has a green edging.

### THE MIDDLE REGION

This is separated from the Outer Region by the Storm River and from the Inner Region by the Fire Mountains. It is edged in blue.

### THE INNER REGION

This is in the centre of the board. It is edged in buff.

### **104 ADVENTURE CARDS**

These detail the various Events, Enemies, Strangers, Followers, Magic Objects, Objects, and Places that will be *Encountered* in the various Spaces during the game.

### **24 SPELL CARDS**

These detail the various Spells that may be cast during the game.

### 14 CHARACTER CARDS & 14 PLAYING PIECE CARDS

The Character Cards detail the different Characters in the game and their *Special Abilities*. The Playing Piece Cards bear illustrations of the Character they represent on each side. The Playing Piece Cards will slot into the plastic bases provided and will be used to represent the various Characters on the board.

### **4 TOAD CARDS**

Characters may be turned into Toads during the game. When this happens, a Toad Card is substituted for that Character's Playing Piece Card.

#### 4 TALISMAN & 28 PURCHASE CARDS

These detail Objects that players may obtain by means other than the Adventure Cards.

### **140 DIE-CUT COUNTERS**

These should be separated into individual counters. They are used to record each Character's Strength (red counters), Craft (blue), Lives (green) and Gold (yellow). The different denominations are simply to make play easier. For example, a red counter bearing a 4 represents 4 Strength points.

### **4 ALIGNMENT CHANGE CARDS**

These have Evil on one side and Good on the other. They are used to denote any Character that changes Alignment during the game.

### **1 SIX-SIDED DIE**

This is used for Movement, Combat, Psychic Combat and also to determine results from some instructions and Spells. Where it is required to roll more than one dice, the die should be rolled that number of times and the results totalled.

## \*\*\*\*\*\*\* SETTING UP \*\*\*\*\*\*\*

Shuffle the Character Cards and deal one, face down, to each player. (If all players agree, each player may select which Character they wish to play for that game.) Each player then turns their Character Card face up in front of them. This is the Character that they will play for that game. The diagram below details the information on each Character Card, it also shows how to lay out the Character and record all possessions during play.



Each player takes the Playing Piece Card corresponding to their Character Card and fits it into a plastic base. The Playing Pieces are then placed on the board according to the Starting Space on their Character Cards.

Each player receives Strength Counters equal to the Starting Strength for their Character. These should be placed alongside the Character Card as described above. The same is done for Craft. Each player then receives a total of 4 Lives and 1 Gold each which should be placed accordingly. The remaining Counters are placed to one side as stock for use during the game.

The Adventure Cards are shuffled and placed face down beside the board. These form the Adventure Stock Pile.

The Spell Cards are shuffled and placed face down beside the board. These form the Spell Stock pile.

Any player who has a Character who starts the game with any Spells as detailed on their Special Abilities, now draws the designated number from the Spell Stock Pile. These should not be revealed to other players.

The Talisman and Purchase Cards are placed face up beside the board in individual piles according to the Object depicted on them. That is all Helmets in one pile, Shields in another, etc.

The Toad and Alignment Change Cards are kept handy to be used when required.

Players decide by dicing or any other means to decide which player will have the first Turn. Play will then proceed round the board clockwise from that player.

\*\*\*\* BRIEF OUTLINE OF PLAY \*\*\*\* Each player will control a different Character. Each Character has certain unique Special Abilities that can be used during the game. The Characters will move around the board, usually by the roll of the die but sometimes by the use of Spells or as the result of strange beings and places that they have discovered. Having moved, Characters can then encounter another Character in the space they land in or follow the instructions on the space. The instructions are often to draw cards. These are the Adventure Cards which depict all the Objects, Monsters and other things that the Character meets in the space. Characters then fight the monsters and take the treasures they discover. Gradually they will become more powerful, until they feel that they are strong enough to head for the centre of the board to try and reach the Crown of Command.

Play is quite straightforward. The rules should be read carefully, since with the different Spells, Adventure Cards and Special Abilities of the Characters there is a great variety of instances to be covered. The rules are presented roughly in the sequence that they will be needed during play. Where there are other rules relating to the same point, the number of the other rule(s) is given in brackets as a cross-reference

centre of the board and then, by casting Command Spells, force the other players out of the game. Players should first adventure in the Outer and Middle Regions to build up their Strength/Craft/Lives until they feel they are powerful enough to tackle the Inner Region. They must also first find a Talisman to permit them to enter the Valley of Fire and so reach the Crown of Command.

### **\*\*** RULES CONCERNING CHARACTERS **\***\* **1: STRENGTH**

Strength represents a Character's strength, stamina and fighting ability. It is used in Combat (16:1-10) and to overcome certain obstacles that may be Encountered during the game. A Character's Strength is recorded by placing appropriate Strength Counters beside the Character Card.

1:1 Strength Counters are only taken for Starting Strength and for Strength points gained during play. Strength gained from Objects, Magic Objects, or Followers is not recorded by Strength Counters but is added on to the Character's Strength when required or allowed.

#### LOSING STRENGTH

- When a Character is required to lose Strength, Counters are 1:2 removed accordingly.
- 1:3 A Character's Strength can never drop below that Character's Starting Strength.

### **GAINING STRENGTH**

- A Character may gain Strength by cashing in any Animals, Monsters, and Dragons (15:5) he has killed in Combat. 1.4 When any of these are Encountered and killed, that Character keeps those Enemy cards. They may be exchanged at any time for extra Strength Counters. The Character gains 1 Strength point for every 7 points of Strength marked on the Enemy Cards. Those Enemy cards exchanged are then placed on the Adventure Discard Pile. Excess Strength Points of the Enemies above a multiple of 7 are lost.
- 1:5 Strength points may also be gained as a result of Encounters.

### **CHARACTER'S TOTAL STRENGTH**

A Character's Strength at any time is the total of Strength Counters *PLUS* any Strength gained from Followers, Magic 1:6 Objects and Objects that may be used at that time.

#### EXAMPLE

The Warrior has a total of 5 Strength Counters, the Magic Belt (a Magic Object that increases Strength by 1), the Unicorn (a Follower that increases Strength by 1) and a Sword (an Object which increases Strength by 1 in Combat only). So his total Strength is 7 (5 plus 1 for the Unicorn and 1 for the Magic Belt). In Combat his Strength would be 8 since he can then use the Sword. He now lands on the Cursed Glade where Strength from Objects and Magic Objects cannot be counted. Thus while he is there his Strength is 6 (5 plus 1 for the Unicorn) even in Combat.

#### 2: CRAFT

Craft covers such things as intelligence, skill and magical ability. It is a Character's main asset in Psychic Combat (17:1-2) and deter-mines how many Spells he may have. A Character's Craft is recorded by placing appropriate Craft Counters (blue) beside the Character Card.

Craft Counters are only taken for the Character's Starting Craft and for those gained during play. Craft gained from Magic Objects and Followers is not recorded by Craft Coun-2:1 ters but is added to the Character's Craft when required or allowed.

### LOSING CRAFT

- 2:2 When a Character is required to lose Craft, Counters are removed accordingly.
- 2:3 A Character's Craft can never drop below that Character's Starting Craft.

### **GAINING CRAFT**

2:4 Craft can only be gained as a result of Encounters.

**CHARACTER'S TOTAL CRAFT** A Character's Craft at any time is the total of Craft Counters *PLUS* any Craft gained from any Followers and Magic 2:5 Objects that may be used at that time.

#### NUMBER OF SPELLS

The number of Spells that any Character can have at one time is limited by the Character's Craft as follows: 2:6

> Character's Total Craft:  $\begin{array}{ccc} 1 & 2 \\ 0 & 0 \end{array}$ 4 2 3 52 6 or more Maximum Number of Spells:

This limit may only be exceeded by a Character possessing the Wand.

- All Characters may have Spells if their Craft is sufficient to permit any. Only those Characters whose Special Ability allows 2:7 them to start the game with any Spells do so. Otherwise, Spells are usually acquired as the result of Encounters.
- 2.8 If at any time a Character has more Spells than their Craft allows, the surplus Spells must immediately be placed on the Spell Discard Pile. They cannot be cast. The Character chooses which Spells to discard.

#### EXAMPLE

A Wizard with a Craft of 5 has Solomon's Crown (a Magic Object which add 2 to his Craft), so his Craft is 7. This allows him 3 Spells which he has acquired. He now lands on the Cursed Glade where he cannot count Craft gained from Magic Objects. His Craft drops to 5 while he is there. He is now only allowed 2 Spells, so he must immediately discard one. As soon as he leaves the Cursed Glade, he can count the Craft for Solomon's Crown again and may have 3 Spells if he can acquire another.

### 3: GOLD

Gold allows the Character to Purchase Objects and pay for services. A Character's wealth is recorded by placing Bag of Gold Counters (yellow) beside the Character Card. Each Counter represents 1 Bag of Gold. Gold will usually be acquired as the result of Encounters.

- 3:1 Each Character starts the game with 1 Gold Counter.
- 3:2 All prices are given in Bags of Gold (G). Thus 3G is three Bag of Gold Counters.
- 3:3 Payments for any Purchases or services not made to another Character are paid into the unused stock of Gold Counters.
- 3:4 Any Gold received from any source other than another player is taken from the unused stock of Gold Counters.
- 3:5 Gold Counters do not count with regard to number of Objects a Character may have (5:3).

### 4: LIVES

Lives represent the Characters durability. Lives are lost through Combat, Psychic Combat, and other dangers that may be Encountered. A Character's Lives are recorded by placing appropriate Life Counters beside the Character Card.

4:1 Each Character starts the game with 4 Lives.

### LOSING LIVES

4:2 When a Character is required to lose Lives, Counters are removed accordingly.

### Losing All Lives

4:3 Any Characters that lose all their Lives are dead. The Playing Piece is removed from the board. All the Character's Objects, Magic Objects, Followers and Gold Counters are placed on the Space where the Character died. All the Character's Strength and Craft Counters are replaced in stock. The Character's Spell Cards are placed on the Spell discard pile. The Character Card is placed with the unused Character Cards. The player whose Character has died starts again next Turn with a new Character drawn at random from the unused Character Cards *IF*, *AND ONLY IF*, no Character has yet reached the Crown of Command during the game. If any Character has reached the Crown of Command, any player whose Character dies is out of the game.

### **GAINING LIVES**

- 4:4 Lives are gained as the result of Encounters or *Healing* (4:6). Lives gained are taken from stock.
- 4:5 There is no limit to the number of Lives a Character may have.

### Healing

4:6 Healing can never restore a Character to more than 4 Lives.

#### **5: OBJECTS**

Both Objects and Magic Objects are classed as *Objects* for the purposes of these rules. During the game, Characters will usually acquire Objects as the result of Encounters. Objects in a Character's possession are placed below the Character Card.

- 5:1 All Objects in a Character's possession must be kept face up.
- 5:2 No Character may ever possess an Object that they are not permitted to use. It must be left face up in the Space where it was Encountered.

#### EXAMPLE:

The Assassin discovers the Holy Lance (a Magic Object) which can only be used by Good or Neutral Characters. He cannot use it because he is of Evil Alignment. He must leave it face up in the Space where he Encountered it.

### LIMIT TO NUMBER OF OBJECTS

- 5:3 No Character may possess more than 4 Objects, not counting Gold Counters (3:5), unless they have a Mule.
- 5:4 A Character may ditch an Object at any time by leaving it face up in the Space they occupy.
- 5:5 Any Character acquiring more than 4 Objects, must decide which to keep. The remainder are immediately placed face up on the Space which they occupy.

### EXAMPLE:

The Wizard has a Mule and is using it to carry 10 Objects. He is Encountered by the Thief who steals the Mule. The Wizard can now carry only 4 Objects and so must immediately place 6 of the Objects in his possession face up on the Space. The Thief may then claim them if possible (12:1).

### **6: FOLLOWERS**

During the game, Characters will usually acquire Followers as the result of Encounters. All Followers accompanying a Character are kept below the Character Card.

- 6:1 All Followers accompanying a Character must be kept face up.
- 6:2 A Character may have any number of Followers.

### LOSING FOLLOWERS

- 6:3 Any Followers that are killed (eg in the Vampire or Chasm Spaces), or that must be discarded, are placed on the Adventure Discard Pile.
- 6:4 A Character may ditch a Follower at any time by leaving it face up in the Space they occupy.

### **7: ALIGNMENT**

Each Character has an Alignment, either Good, Neutral or Evil. There are benefits and penalties for Good and Evil Alignments. Those of Neutral Alignment gain none of the benefits but suffer none of the penalties. Alignment may change during the game as the result of Encounters or by use of a Special Ability.

### CHANGING ALIGNMENT

- 7:1 When a Character changes Alignment, an Alignment Change Card is taken and placed beside the Character Card with the appropriate side up to show the Character's new Alignment. When a Character reverts to their Alignment as stated on the Character Card, the Alignment Change Card is discarded.
- 7:2 No Character, including the Druid, may change Alignment more than once in any Turn.
- 7:3 If a Character possesses any Magic Objects not permitted by their new Alignment, those Magic Objects must immediately be placed face up in the Space they occupy (5:2).

### 8: SPECIAL ABILITIES

Each Character has one or more Special Abilities which are detailed on the Character Card along with any restrictions on that Character.

8:1 In any instances where the Special Abilities are at variance with the rules, the Special Ability overrides the rules.

### **9: SPELLS**

The effect of each Spell, and when it can be cast, is detailed on the individual Spell Cards.

- 9:1 All Characters may have Spells if their Craft allows (2:6-8).
- 9:2 A Character's Spells are kept face down so that other players cannot see them.
- 9:3 Spells cannot be discarded unless the Character has more Spells than their Craft permits (2:6-8).

#### GAINING SPELLS

- 9:4 Spells are usually gained as the result of Encounters. Some Characters start with Spells as stated in their Special Ability.
- 9:5 Spells gained are taken from the top of the Spell stock pile. When this is exhausted, the discards are shuffled and placed face down to form a new stock pile.

### CASTING SPELLS

- 9:6 A Spell can only be cast as stated on the Spell Card. Once cast, and its effect ended, it is placed on the Spell discard pile.
- 9:7 Spells which affect other players affect them wherever they are on the board. Spells which can affect creatures, can only affect those in the Outer and Middle Regions (14:4).

#### THE COMMAND SPELL

9:8 Any Character who is *alone* on the Crown of Command space (14:9) on their Turn, *must* cast 1 Command Spell at all other Characters. To do so, the caster rolls the die. A 1, 2 or 3 means that the spell had no effect. If a 4, 5 or 6 is rolled, however, each of the other Characters must either lose 1 Life or admit defeat and drop out of the game.

### \*\*\*\*\* RULES OF PLAY \*\*\*\*\*\* 10: A CHARACTER'S TURN

- 10:1 Each Character's Turn consists of two parts in this order: I: Movement II: Encounters
- 10:2 At the end of player's Turn, play passes to the next player to the left.

### **11: MOVEMENT**

### MOVEMENT IN THE OUTER AND MIDDLE REGIONS

- 11:1 The Character rolls the die to determine how many Spaces they *must* Move. (Certain Spells, Special Abilities and other events may enable a Character to Move without rolling the die. These instances are detailed on the relevant Cards.) The Character must then Move the full count of the die roll either clockwise or anticlockwise at their discretion.
- 11:2 Direction may not be reversed during the Move except when passing between the Outer and Middle Regions (11:14).

### **MOVEMENT IN THE INNER REGION**

- 11:3 The die is not rolled for Movement. Characters can Move only 1 space per Turn.
- 11:4 The Encounter instructions on each Space must be completed before a Character can Move on.

#### **Turning Back**

11:5 A Character may decide at any time to Move back towards the Plain of Peril. Movement is still 1 Space per Turn but the instructions for Encounters are ignored when retreating.

### **Crown of Command**

- 11:6 The Crown of Command can only be reached from the Valley of Fire. The Valley of Fire can only be entered by a Character possessing a Talisman. If a Character does not have one, then they *must* turn back (11:5).
- 11:7 When on the Crown of Command, a Character does not Move but remains there (14:9).

### **MOVEMENT BETWEEN OUTER & MIDDLE REGIONS**

- 11:8 A bridge connects the Sentinel Space to the Hills Space opposite (11:10-14).
- 11:9 The Storm River can be crossed by Raft (11:15-19) or as the result of an Encounter.

### **Sentinel Space**

- 11:10 Characters may cross the bridge in either direction if their die roll for Movement is sufficient.
- 11:11 The Sentinel attacks a Character *each* time they attempt to cross the bridge to *enter* the Middle Region. The Character *must* defeat the Sentinel in Combat (16:1-4) or Evade (18:1-3) to be allowed to pass.
- 11:12 Characters defeating or Evading the Sentinel may contine their Move by entering the Middle Region. Characters defeated by the Sentinel lose 1 Life and must end their *Move* in the Sentinel Space. Characters in a Stand-off with the Sentinel do not lose a Life but must end their *Move* in the Sentinel Space.
- 11:13 The Sentinel does not attack Characters who pass through the Sentinel Space while Moving in the Outer Region, Characters crossing *from* the Middle Region to the Outer Region, and Characters who end their Move on the Sentinel Space (unless they attempt to cross the bridge to the Middle region on their next Move).
- 11:14 When passing from one Region to another, Characters may change the direction of their Move on entering the new Region.

#### EXAMPLE:

The Thief is on the Graveyard and rolls a 6 for his Move. He decides to Move clockwise to the Sentinel Space to cross to the Middle Region. On reaching the Sentinel Space he is attacked by the Sentinel. However, he casts an Immobility Spell on the Sentinel, thus Evading him. He now Moves on to the Hills in the Middle Region and decides to continue the Move anticlockwise in the Middle Region, so ending his Move on the Portal of Power.

#### Raft

- 11:15 Any Character wishing to cross by Raft must either build one or acquire one as the result of an Encounter.
- 11:16 Any Character in a Woods or Forest Space at the start of their Turn who has an Axe may then declare that they are building a Raft for use that Move (11:18).
- 11:17 Any Character acquiring a Raft may cross the river at the start of the Turn following that in which they acquired it (11:18).
- 11:18 A Character with a Raft may cross the river to any Space of their choice directly opposite the one they are in. This is their Move for that Turn. They do not roll the die.
- 11:19 A Raft can never be left behind or taken as a possession. Whether or not it is used, it must be placed on the Adventure discard pile, or back with the Purchase Cards if it were bought.

#### **MOVEMENT BETWEEN MIDDLE & INNER REGIONS**

11:20 The Portal of Power connects the Portal of Power Space to the Plain of Peril Space.

#### **The Portal of Power**

- 11:21 The Inner Region can only be entered through the Portal of Power.
- 11:22 Characters must try to open the Portal each time they attempt to *enter* the Inner Region.
- 11:23 Characters may attempt to open the Portal only if their Move is sufficient to carry them beyond.
- 11:24 Characters attempting to open the Portal follow the instructions on the Portal of Power Space. If successful, the Character's *Turn* ends on the Plain of Peril. If unsuccessful, the Character's *Move* ends on the Portal of Power Space.
- 11:25 A Character whose Move ends exactly on the Portal of Power Space may not attempt to open it that Turn.
- 11:26 A Character wishing to pass through the Portal from the Inner Region to the Middle Region does not need to open the Portal. They simply Move from the Plain of Peril to the Portal Space. This is their Move for that Turn.

### **12: CLAIMING FACE UP CARDS**

- 12:1 Any Stranger may be visited and any Gold Counters, Magic Objects, Objects (5:3), and Followers in a Space may be taken by any Character whose Move ends on that Space at any time up to the end of their Turn, *EXCEPT WHEN*:
  - 1: There is also an Enemy Card on the Space (13:5). OR 2: The instructions for the Space are to draw Cards (13:4).

In these two instances, the Cards form an Encounter for that Space.

#### EXAMPLE:

The Minstrel lands on the Desert where there are 2 Gold Counters, the Maiden (a Follower), a Water Bottle, a Sword (Objects), a Wand and a Talisman (Magic Objects) which were deposited there by the Prophetess when she was turned into a Toad.

The Minstrel already has 3 Objects: Armour, an Axe and the Amulet (Magic Object). He can freely claim the Gold Counters and the Maiden. Since he can only carry 4 Objects (5:3), he must choose carefully what to take. The instructions for the Desert are to lose I Life unless he has a Water Bottle, so the Water Bottle could be useful, but only here. Since he started with, and still has, no spells but has a sufficient Craft to allow him some, he takes the Wand first and immediately draws a Spell Card from the Spell stock pile. It is a Preservation Spell. A bit of good luck as now he needn't take the Water Bottle. He now ditches the Amulet by placing it face up in the Desert Space and takes the Talisman. He now has his four Objects: Armour, Axe, Wand and Talisman.

He must now follow the instructions on the Space which are to lose 1 Life, but he casts the Preservation Spell to prevent this. He immediately draws a replacement Spell because of the Wand and his Turn ends.

When he moves on next Turn, the Sword, Water Bottle and the Amulet will remain face up in the Desert for the next Character who lands there.

### **13: ENCOUNTERS IN MIDDLE & OUTER REGIONS**

- 13:1 Characters can only have Encounters in the Space in which they end their Move or a Space to which they are moved as the result of an Encounter. They may never Encounter anything in the Space where they start their Move.
- 13.2 A Character must choose to Encounter either one Character of their choice who is in that Space or the Space itself.

### **ENCOUNTERING ANOTHER CHARACTER**

Encountering another Character takes one of two forms. The Character whose Turn it is may *either* attack (16:6-10) or 13:3 use their Special Ability on the other Character.

### **ENCOUNTERS IN A SPACE**

### Draw Card(s) Spaces

A Character *must* follow the instructions. The Cards to be drawn are always Adventure Cards. They are drawn from the 13:4 Adventure stock pile. If there are already any Cards of any type on the Space, then only enough Cards to make up the given number may be drawn. The Adventure Cards then form the Encounter for that Space (15:1-11).

### **All Other Spaces**

The Character follows the instructions for the Space. Any 13:5 Enemy Cards (15:5-6) in the Space must first be defeated (16:1-5, 17:1-2) or Evaded (18:1-3). Any Strangers there may then be visited and any Gold Counters, Magic Objects, Objects (5:3) and Followers may be taken. Some instructions *must* be followed, others *may* be followed at the Character's discretion.

### EXAMPLE:

The Sorceress is on the Temple and rolls a 2. She may therefore Move to either the Runes or the Oasis. However, there is already a Dragon face up on the Runes where the instructions are to draw I Card so the Dragon will count as the Card to be drawn. The Dragon has a Strength of 7 and it will also get +2on its Combat die roll because of the mystic Runes. It therefore has an effective Strength of 9. Since her current Strength is 3, she will certainly lose a Life there. On the Oasis is a Hex spell card cast by another Character. This will also cause her to lose a Life burging the intervention of the second s a Life, but since the instructions there are to draw 2 Cards, the Hex spell will only count as one of them and she will have the opportunity to draw 1 Adventure card to make up the total of 2 to be drawn. She therefore Moves to the Oasis, loses a Life because of the Hex spell and takes an Adventure Card. It turns out to be another Dragon which will attack her. Not her lucky day at all!

### **14: ENCOUNTERS IN INNER REGION**

- A Character may only Encounter another Character on the Plain of Peril and the Valley of Fire. 14:1
- 14:2 Encounters with other Characters are as in the Outer and Middle Regions (13:3).
- On all other Spaces, the Encounter is detailed in the instruc-ions for the Space. The instructions *must* be followed unless 14:3 the Character is retreating (11:5).
- None of the Encountered Creatures in the Inner Region can 14:4 be affected by any Spell, nor may they be Evaded (18:3).

### CRYPT

The Crypt is in ruins and a Character needs Strength to shift the rubble to discover the various exit tunnels. A Character 14:5 must roll the die 3 times on entering the Space and the results totalled. The Character's Strength (1:6) is subtracted from this total. The result determines where the Character will emerge from the Crypt. The Playing Piece is immediately placed there. This counts as their Move. Any Character that emerges on the Crypt itself may move on next Turn.

### MINES

Craft is needed to find the route through the labyrinthine Mines. The instructions are as those for the Crypt (14:5) except that the Character's Craft (2:5) is subtracted from the total of 14:6 the die rolls.

### WEREWOLF DEN

14:7 The die is rolled for a Werewolf's Strength each time any Character enters the Space. That is the Werewolf that attacks that Character. Each Character encounters a different Werewolf.

#### PITS

The die is rolled each time any Character enters the Space. This is the number of Pitfiends that attack that Character. 14:8 The Character fights them one at a time, in succession, until the Character loses a Life whereupon that Turn ends. The Character must then continue to fight the remainder next Turn. The Character can Move on the Turn following that in which the last of the Character's allotted Pitfiends was killed.

### **THE CROWN OF COMMAND**

If there is already a Character on the Crown of Command when a Character lands on it, the Character there must be 14.9 Encountered (13:3). Once two (or more) Characters are on the Crown, those Characters' Turns consist only of Encoun-tering one of the others. A Character alone on the Crown of Command must cast a Command Spell each Turn (9:8).

### **15: ADVENTURE CARDS**

The information on each Adventure Card is as follows:



- 15:1 Adventure Cards with instructions that result in them being placed in a Space other than the one where they were drawn are dealt with first. If placed elsewhere, they do not affect the Character drawing them at that time.
- 15:2 Adventure Cards Encountered are then dealt with strictly in order determined by the number at the top centre. The lowest number is tackled first, then the next lowest etc.

### **TYPES OF ADVENTURE CARD**

The different types of Adventure Cards and their effects, in 15:3 the order in which they are Encountered, are:

### 1: Event:

The instructions on the Card must be followed. Any that 15:4 result in the loss of a Turn by the Character Encountering them, end the Character's Turn there and then. This counts as the missed Turn for that Character.

### 2: Enemy - Animal, Monster or Dragon:

15:5 The creature will immediately attack any Character Encountering it (16:1-5). Defeated Enemies of this type may be kept to be exchanged for Strength (1:4).

### 3: Enemy - Spirit:

- 15:6 These will immediately attack any Character Encountering them by Psychic Combat (17:1-2).
- 15:7 Only after any Events on the Space have occurred and any Enemies on the Space have been defeated (16:1-5) or Evaded (18:1-2) may the following Adventure Cards be Encountered.

### 4: Strangers:

15:8 The instructions on the Card are followed.

**5: Objects, Magic Objects, Followers:** These may be taken if permissible (5:2-3) and all Enemies on 15.9 the Space have been defeated or Evaded.

### 6: Places:

15:10 The instructions on the Card are followed.

#### **ADVENTURE CARDS THAT REMAIN ON BOARD**

15:11 Any Cards that remain after an Encounter must be left face up in the Space.

EXAMPLE OF ADVENTURE CARD ENCOUNTER: The Dwarf lands on the Hidden Valley and is instructed to draw 3 Adventure Cards. He draws the IMP (1: Event), a BEAR (2: Enemy), and a BAG OF GOLD (3: Object). The Imp must be tackled first. The Dwarf rolls a 4. The Imp has therefore Teleported the Dwarf to the Ruins **before** he has a chance to fight the Bear and take the Gold. The Bear and Gold Cards are left face up in the Hidden Valley and will constitute 2 of the 3 Cards for the next Character to land there. The Dwarf, however, will continue his Turn with a new Encounter in the Ruins.

### **16: COMBAT**

#### 16:1 Combat occurs when:

- i) A Character is attacked by an Enemy Monster, Dragon or Animal (15:5), or by any creature whose Strength is given.
- A Character decides to attack another Character unless their Special Ability allows them to attack by Psychic Combat (17:1-2). ii)

### **RESOLVING COMBAT VS CREATURES OR ENEMIES**

- The Character first declares whether he is Evading or not 16:2 (18:1-3). If not then Combat takes place.
- 16:3 Any Spells that the player wishes to cast must be cast before the die is rolled.
- 16:4 The Character rolls 1 die. The Character's Combat Score is the die roll plus the Character's Strength (1:6 - only 1 Weapon may be used). Another player now rolls a die for the creature and adds this to the creature's Strength. This is the creature is Combat Score. If the Character's Score was higher, the creature is killed (15:7, 1:4). If the creature's Score was higher, the Character loses 1 Life (use of an Object or Spell may prevent this) and the Character's Turn ends. If the Scores were equal the result is a Stand-off (16:10).

### **More than One Enemy**

16:5 If there is more than one Enemy that attacks by Strength, they fight as one creature adding their Strength together and adding one die roll for their Combat Score.

### **RESOLVING COMBAT BETWEEN TWO CHARACTERS**

- 16:6 The Character being attacked first has the opportunity to Evade (18:1-2). If they do not, then Combat takes place.
- Both Character's have the opportunity to cast any Spells 16:7 before the die can be rolled.
- 16:8 The attacking Character's Combat Score is determined as in 16:4. The defender does the same. The Character with the higher Combat Score wins the Combat. If the Scores are equal, the result is a Stand-Off (16:10).
- 16:9 The victor may now either force the loser to lose 1 Life (this may be saved by use of an Object or Spell) or take one (Magic) Object or Bag of Gold Counter from the loser to add to their own. That Turn then ends.

### **STAND-OFF**

16:10 In a Stand-Off, neither side is harmed and that Turn ends.

### **17: PSYCHIC COMBAT**

17:1 Psychic Combat occurs whenever:

- i) A Character is attacked by an Enemy Spirit (15:6)
- or other creature whose Craft is given. A Character whose Special Ability permits it, attacks another Character by Psychic Combat. ii)

### **RESOLVING PSYCHIC COMBAT**

17:2 Psychic Combat is resolved in exactly the same manner as Combat (16:2-10), *except*:

- Craft is substituted for Strength. i)
- ii) No Object can prevent the loss of a Life.

### **18: EVADING**

- 18:1 A Character may, by using a Special Ability or an Immobility or Invisibility Spell, *Evade* an unfriendly creature or Character. The Evading Character cannot then affect or be affected by them in any way. With the exception of the Immobility Spell, *all* creatures on the Evading Character's Space may be Evaded.
- 18:2 Creatures that may be Evaded are:i) Anything in the Outer or Middle Regions that attacks a Character.
  - Any Character attempting to attack or use a Special ii) Ability.
  - iii) Any creature depicted on an Adventure Card that the Character does not wish to Encounter, for example, the Hag, Imp or Witch.
- 18:3 Only other Characters can be Evaded in the Inner Region.

#### **19: TOADS**

- When a Character is turned into a Toad for three Turns, a 19:1 Toad Card is substituted for the Character's Playing Piece on the board. The Character reverts back at the end of their third Turn.
- 19:2 Toads cannot have Objects, Magic Objects, Gold or Followers. Any in the Character's possession must immediately be placed face up in the Space where the transformation occurred.
- 19:3 Toads have a Strength of 1 and a Craft of 1; but the original Character retains all Strength and Craft Counters for when they change back. All Strength and Craft gained and lost while a Toad affects the Toad's Strength and Craft only, not the original Character's.
- 19:4 A Toad does not roll the die for Movement, but must Move one Space per Turn.
- 19:5 Toads can neither gain nor cast Spells. The original Character retains all the Spells they had for when they revert to normal
- 19:6 The Toad's Lives are those of the original Character. Thus any Lives lost or gained by the Toad affect those of the original Character.
- Toads must Encounter on a Space as would any other 19:7 Character.
- 19:8 The Toad has no Special Abilities. Those of the original Character cannot be used while the Character is a Toad.

### **18: TALISMAN and PURCHASE CARDS**

- Whenever a Character is given or purchases one of these Objects, the appropriate Purchase or Talisman Card should 20:1 be taken.
- 20:2 They are in all aspects as Adventure Card Objects, and Magic Objects, except that instead of being placed on a discard pile, they are replaced in their appropriate pile and are again available. Should there be no Purchase or Talisman Cards left of a particular Object, then that Object is not available at that time.
- 20:3 Purchase and Talisman Cards can be left face up in a Space on the board as are other Objects.

### \*\*\*\*\*\*\* WINNING \*\*\*\*\*\*\* 21:1 The Winner is the last Character left in the game

### CREDITS

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## **QUESTIONS ABOUT TALISMAN**

## **CHARACTERS:**

1. Certain characters and Followers have the power that they "need not roll in the forest(or crags): If a character has this power, either naturally or by a follower, may s/he elect to roll if s/he wants to? If "yes" must s/he then elect to be safe?

Ans. Yes, characters may elect to roll if they wish to, however they must accept the outcome of the die roll.

2. Certain characters and followers can evade Enemies in certain spaces. Does that mean only enemies, and not other Characters, Strangers and/or "Event personalities"?

Ans. The characters may evade enemies and other characters, but they may not evade strangers or event personalities.

Can the assassin assassinate Spirits? S/he can do it to any face-up Enemy (which includes Spirits), but it prevents the Enemy from adding a die roll to its Strength (which is meaningless in Psychic Combat).

Ans. No. Spirits can never be affected by physical attacks

### SPELLS

Can you cast Healing on yourself as you 4 lose your last Life: or, must you have at least one Life when you cast it?

Ans. You must have at least one life left.

### ADVENTURES

5. If you have a helmet, a Shield, and Armour, and you lose a Life in Combat, can you roll for each of them, or only one?

Ans. You can roll for only one.

Can the Mule carry any Objects or Magic 6. Objects? For example, can you put a Raft on the Mule; and if so, is it still usable? Or having a Mule carry other Mules? (And what about the Concealed Pouch, Bag of Carrying, Porters and Horse & Carts in the Expansion Kits?)

Ans. The Bag of Carrying, Concealed Pouch, Porters, Mules, and Horses and Carts, can carry any Object that is man sized or smaller. All objects 'carried' by these cards are usable. Please use your common sense with these cards.

7 Does the Blizzard stay face-up on its space for it's two Rounds? If so, does it start again if it is landed on (leading to the possibility of an endless Blizzard!)

Ans. The Blizzard stays face up for the two rounds. It is then discarded.

8. I have found the Poltergeist to be a very





helpful Follower. Can it be taken by the Sorceress? Or Mesmerism? If a Character dies, does the "reincarnation" get the Poltergeist?

Ans. Yes. Yes. No.

9 About the Witch.

> A. If a Toad visits the Witch and rolls a 1, is its time as a Toad extended? (This same question can be asked about the Enchantress in the City, or a Random Spell cast on a Toad).

> B. If you "Lose an Object" to the Witch, does it go on her space or to the discard pile?

Ans

Yes A

To the discard pile. R

## **QUESTIONS ABOUT** THE TALISMAN **EXPANSION KIT**

The Amazon "may choose to roll two dice to determine how many spaces (she) can move". If she rolls two dice, which does she do:

A. Choose one of the numbers and move that number of spaces.

B Total the two numbers and move that number of spaces.

Choose to move either one of the two C numbers or the total of the two.

### Ans. A.

If the merchant evades a Goblin, 2. Hobgoblin or Ogre by giving it a Gold, does the Gold go on the space or to the stock pile.

Ans. The Gold goes to the stock pile.

3. About the Satyr's power to Panic:

Since the Satyr must keep a Panicked Character in the same region, what happens if he Panics a Character at the Plain of Peril? The Valley of Fire? The Crown of Command!

Ans. In these cases only, the Panicked Character may move out of the region.

4. If you encounter the Magician and cast a Brainwave Spell on yourself, can you turn that temporary Craft into permanent Strength?

#### Ans. No.

5. Should the Necromancer be able to attack other characters using Psychic Combat?

Yes - unfortunately this information was Ans.



## **QUESTIONS ABOUT** TALISMAN THE ADVENTURE

### CHARACTERS

The Woodsman and the Ninja start in the WOODS and the Centaur starts in the PLAINS. Does this mean that they can start on any space of that type? For example, there are 3 WOODS spaces in the Outer Region and 1 in the Middle Region: can the Woodsman start at the one in the Middle Region?

All characters must start in the outer region.

2. About the Centaur's bow.

He can "fire at any... which is one A. more than 3 spaces away after they have moved..." Shouldn't it be "after you have moved"?

B. He can shoot Strangers. What is the strength of Strangers?

Can killed Enemies be saved for C. strength? What about killed Strangers? Can he shoot Spirits? They are D. Enemies, but have no Strength.

Ans

A

B

Yes This is an error. Nobody can attack strangers at any time.

C Yes. No.

D No.

About another of the Centaur's powers: "Any other Centaur you encounter will become your follower, for one combat only, if you roll over their Strength on one die". There is only one Centaur in the Adventure deck (second edition plus both expansion sets) and it is a Stranger. So, how does this work?.

Ans. This is an error. Delete it from the card.

4 The Orc can take Goblins, Hobgoblins, and Wolves as Followers and they will stay for one Combat.

A. Do you pick the Combat in which they are used or is it automatically the next one (and am I correct in believing that a Psychic Combat does not count as a Combat?) After Combat, do the Followers stay in the space (thus reverting to Enemies) or go to the discard pile?

### Ans

A. You pick the Combat. Psychic Combat does not count

The Follower goes to the discard pile.

5. Can the Samurai shoot Spirits with his bow? They are Enemies, but they use Psychic Combat.

Ans. No.





missed off the card.

6. The Soldier may get a new Helmet and/or Sword if the one he had was "taken from (him) or lost" Does purposeful Alchemy (by Spell or at the City), trading (during Market Day), and/or dropping (for instance, when carrying capacity is exceeded (although he might drop it even if he could carry it!) count as it being "taken or lost"?

#### Ans. Yes to all examples.

7. The Warrior of Chaos receives a *Gift* everytime s/he kills an enemy. Does the small 'e' in 'enemy' mean that killing (taking 1 life from) a Character also entitles the Warrior of Chaos to a *Gift*?

**Ans.** No. However, he does receive Chaos Gift if he kills a Character, (ie. reduces the Characters lives to zero).

8. About the Witch Doctor's Evil Eye curse:

A. A cursed Character must move to the Chapel (or Ruins, if Evil) by normal movement. How is this done? What if a Character does not roll the exact number and must overshoot his/her goal? Must a Character take the shortest path? Are rafts allowed? How about Teleport Spells?
B. A cursed Character must move to his/her goal "before continuing their quest" What does this mean? Can they still encounter spaces and/or Characters on their way? Can they cast Spells?

Ans.

A. The cursed Character must move by the fastest possible route to the chapel. Otherwise, all normal movement rules apply. The Character must move the exact number rolled on the dice, and may over or undershoot the chapel square.
B. The Characters in a game of Talisman are on a Quest to find the Throne of Command and, if cursed, must visit the chapel before they can carry on with that quest. Apart from this, all of the normal rules of the Game apply.

9. Does the Woodsman's Animal Follower only add to his Strength in Combat or at all times? There is no limitation on the Woodsman card, but other Characters (ie. the Minstrel) have the "(only) in Combat" limitation.

**Ans.** The animal follower adds its strength in Combat only.

### **SPELLS:**

10. About the Finger of Death:

A. Is this instead of *or* in addition to an Encounter? If being attacked by something (especially another Character) with more than two Lives, does the Combat or Psychic Combat still happen? Can you play it *after* taking a Life in Combat? (It seems *very* powerful if a strong Character can defeat a weaker Character in Combat, take a Life, and then take two more for a total of three!)

B. If another Character lands on your

space and says s/he is playing the Finger of Death on you, can you then evade him/her (for instance, with an Immobility or Invisibility Spell?)

**C.** Can it be used to kill Strangers? How about other individuals, like those on Events (Hag, Poltergeist, Witch, Leper, Imp, etc?) If so, does it negate the Encounter?

#### Ans.

A. The finger of death is in addition to Combat. It can be cast at any time before or after the Combat. (It is a very powerful Spell.) B. Yes.

C. No, no, no!

11. About the Fireball:

**A.** If you use it to kill an Enemy with Strength, may you save it for Strength points?

B. Can it be used against Spirits?

Ans.

- A. No. B. No.
- -----

**12.** Are Strangers affected by a Lightening Bolt?

#### Ans. No.

**13.** Misdirection allows you to move another Character "when they next have a turn". Does this mean that the Spell must be cast *before* the die roll it will affect? Being able to use the Spell after seeing the roll would make it more useful, but the wording appears to prohibit this.

**Ans.** You may cast the spell after seeing the die roll.

**14.** Reflection is a *great* idea for a Spell, but I find its application to be confusing. Can you explain how it works?

Ans. Any Spell can be Reflected as long as it is cast at the Character, or any of his Followers, who holds the Reflection Spell card. The Spell is Reflected back on to the Player who cast it (only) but the Character who cast the Reflection Spell may decide upon its effects. If a Reflected Spell would have no effect (as with a Mesmerism Spell Reflected back on to a caster with no Followers) the Spell is simply discarded and has no effect.

**15.** Is Speed cast before rolling the die, after, or either?

*Ans.* The Speed Spell can be cast before or after rolling the die.

**16.** What exactly does Summon Storm affect? Are the Unicorn and/or the Familiar considered "Animal Followers"? What is the effect, if any, on Mules, Horses, Horses and Carts, and/or Warhorses (and any objects the Mules or Horses or Carts might have been carrying?)

**Ans.** The Spell affects enemy animals and Mules, Horses, Horse and Carts, and Warhorses (but not the Unicorn or the Familiar). If a Character in the same square as a Storm has a Mule, Horse, Horse & Cart, and/or Warhorse as a Follower he must roll a die for each such Follower. On a five or a six the animal and any objects it may be carrying are lost to the discard pile.

### **ADVENTURES**

**17.** In Combat, when may you choose to use the Ancient Artifact?:

*Ans.* You must use if before doing *anything* else in the Combat.

18. About the bag of carrying:

**A**. Does the bag of carrying *never* count as an Object towards carrying capacity (even when it's empty?)

**B.** Can you switch the Objects in it? If so, when?

Ans.

- A. Yes.
- B. Yes. At any time.

**19.** If you don't kill the entire band of Zombies, are all 4 there for the next Character, or only those left?

Ans. All 4 are there for the next Character.

20. About the Chinese Dragon:

**A.** The card lists it as an ENEMY-MONSTER, *not* an ENEMY-Dragon. Does it count as a Dragon for the Holy Lance, the Minstrel etc? Does it count as a Monster for the Runesword?

**B.** In determining a Character's "weakest attribute" how do you count optional add-ons like Swords, the Potion of Strength, or the Mercenary?

*C.* If the attributes are tied, do you determine randomly which will be attacked?

 D. If the Chinese Dragon wins and takes a Magic Object, does it go to the Chinese Dragon's space or to the discard pile?
 E. What if a losing Character does not

have a *Magic* Object?

Ans.

- *A.* The card should read Enemy-Dragon. It does not count as a Monster for the Runesword.
- B. Options or add-ons are not included.
- C. Yes. D. To discar
- D. To discard Pile. E. Nothing happens.

21. About the Concealed Pouch:

**A.** Does the "etc" in the description refer to *everything* that can take an Object (for example: Raiders, Gust of Wind, Cyclops, Witch) except the Acquisition Spell?

**B.** Does it count as an Object (in addition to what it holds?)

**C.** Can you switch what is in it? If so, when can you?









Ans.

22. The Magical Vortex takes Spells "from all players" Does this include the Genie's Spell?

Ans. No.

23. The Man-at-Arms may die whenever the Character he's with is supposed to lose a Life. Does this mean a Life lost in Combat or by any means (Leper, Chasm, Psychic, Combat?)

Ans. By any means.

**24.** Can the Porter switch the Objects he carries at any time?

Ans.Yes.

### 25. About the Staff of Mastery:

**A.** It can be used on "any one Enemy you land on" Does this mean *only* face-up Enemies, or can you also Master Enemies you draw?

**B.** When you Master an Enemy, do you have to use it in your very "next Combat", or can you wait? If you have to use it, what if the attribute is wrong for your "next Combat" (or Psychic Combat?) - That is, would you have to use a Mastered Ghost (with Craft) to fight a Lion (with Strength)?

Ans.

 You can Master Enemies you draw.
 You must use a Mastered Enemy with Strength in the next combat you fight where you have to use Strength, and you must use a Mastered Enemy with Craft in the next Combat where you must use Craft.

### 26. About the Warhorse:

**A.** What does it mean to *Charge* into Combat? Does it mean any Combat (in which case it acts like a permanent Psionic Blast), or only against face-up Enemies and/or Characters (and does it make a difference whether you are attacking or being attacked)? Can you always *Charge* on the Crown of Command?

**B.** Does is say that it will "add you Craft to your Strength for one round of Combat only" to take into account the pit fiends and Band of Zombies.

#### Ans

 A. You may use the Warhorse to charge into Combat for any Combat where you would normally only use Strength.
 B. Yes.

### **ENDINGS**

### 27. THE DEMON LORD:

While a Character is fighting the Demon Lord, a protective barrier keeps other Characters from entering the Valley of Fire. Does this mean that the Demon Lord only fights *one* Psychic Combat per turn (and thus, it takes several turns to kill him?)

What about Characters who are *in* the Valley of Fire? Or those elsewhere in the Inner Region? Must they move back?

**Ans.** You fight one round of Psychic Combat per turn. Characters in the Valley of Fire must move out in their next turn and may not enter the Crown of Command space. Those elsewhere in the inner region may move as normal but may not enter the Valley of Fire square.

### 28. PANDORA'S BOX.

This is yet another really *great* idea, but I find it to be ambiguous. If you play Adventures on other Characters, is it as if they drew those cards on their turn? Can you play Enemies separately on another Character, or must they be combined (for example, can two Dragons each make a separate attack, or must they attack once a Strength 14?)

What Spells are usable? (Can an Immobility be cast on another Character to take away their next turn, or does it simply immobilise them for the rest of your turn? Can Slow Motion be cast on another player, even though its supposed to be cast at the start of *their* turn? Can you cast Temporal Warp on yourself, even though you don't roll for movement and your turn has started? Etc...Etc...)

Can you cast Spells that you draw on yourself (Healing etc?) Can you keep any of the Objects (Rod of Ruin, Magic Belt) or Followers (Mercenary) that you draw? Can you encounter any of the helpful Events, Strangers, or Places that you draw?

Overall, how does this work? Does it involve "bending the rules" (varying from instructions on the cards, for instance?)

**Ans.** Each Card you draw from Pandora's Box is played separately and therefore attacks are not combined. Adventure cards act exactly as if the player had drawn them themselves.

**CHANGE.** All Spell cards must be cast before your next turn. If you have any Spell cards at the start of your next turn they are discarded.

Otherwise all the normal rules for Spell Cards apply. You may play any of the cards you draw on yourself if you wish and all the normal Game Rules apply.

#### 29. THE BELT OF HERCULES.

What if yourregular Strength is higher than 12 (which is not unusual in our games!) and/or you already have more than 5 Lives? How do Followers (Unicorn, Mercenary) Objects (Sword, Axe) Magic Objects (Magic Ring, Belt of Strength) affect your Strength? Can you still use them to add to your Strength of 12? Do you only fight one Character per turn? Do you only fight one Combat, or a series of them (to the death!) Does a Character lose if s/he loses one life, or all of them? Can you, the other Player, or both (or neither?) take an Object or Gold instead of a Life? (I find that if the odds are close, they are improved in the future if I take away a Strength-giving Object from the other Player.)

Can you be encountered (attacked) when it is not your turn? Where is your Character after you turn is over (on the space of the last Combat? the Crown of Command space? somewhere else? off the board?) What if another Character makes, it up to the Belt of Hercules (the Crown of Command space?)

Ans. If your strength or lives are higher than 12 or 5 respectively, you may choose which to use. Followers, Objects and Magic Objects, cannot increase the Strength you gain from the belt of Hercules. However, if they increase your own strength to higher than 12 you may choose you use that instead of the 12 Strength you would gain from wearing the Belt. You may fight one Character per turn but the fight is to the death, in other words you carry on fighting until either you or the Character you have chosen is dead. A Character loses once they have lost all their lives. Neither player may take an object or Gold instead of life, they both must take Lives when they win a Combat. Once you have the Belt of Hercules the only way another player can get it and thus win the game is by defeating you in Combat.

#### 30. THE DRAGON KING:

If you roll a 2 and defeat some, but not all, of the King's younger brothers, are they *all* there if this is rolled again?

If you roll a 3, is it a fight to the death all during one turn, OR one Combat and Psychic Combat each turn? Can you leave? Can other come up? How is this done?

If you roll a 4, the Dragon King attacks the other Characters. Are these attacks simultaneous Combat and Psychic Combat? Is there one incident of fighting per turn, or is it to the death? If it is only one incident per turn, he regenerates all 5 of his Lives between Combats and, therefore, cannot be killed? Is it only between Characters that he regenerates? Does he keep attacking the same Character until he or that Character each turn, or does he fight all of them in one turn? Can others move up to the Dragon King (the Crown of Command Space?) If so, what do they do? HOW DOES ALL OF THIS WORK?!

If you roll a 5, do you then roll one or two dice when you try to roll under your craft?

**Ans.** All three of the Kings brothers re-appear if you roll a 2 again. If you roll a three, it is a fight to the death all during one turn. All the rules for roll of 3 apply to a roll of 4 as well, (in other words, the dragon King attacks using Combat and Psychic Combat simultaneously and it is a fight to the death all during one turn) The Dragon King fights each player in turn (your choice as to which order) and there are no moves in between the Combats. In other words, he fights all of the other Characters in one turn to the Death. On a roll of 5 you must roll 1 die to roll under your craft.











А.

A. Yes. B. Yes.

C. Yes. At any time.



**Talisman - The Adventure** is an expansion of *Games Workshop's Talisman - The Magical Quest Game*, and is compatible with both first & second editions of the game. You will need a copy of *Talisman* to use this exciting new expansion kit - it is not a game in its own right.

**Talisman - The Adventure** has over 60 new cards for *Talisman*, including brand new Characters to play, ghastly new Monsters to fight, and more Spells to zap things with! If that's not enough, there are also new Event, Object, Stranger, Follower and Place cards, to add more variety to your game. To use the new cards, simply shuffle them in with the cards from your *Talisman* game.

We've also added six Character Sheets you can use to keep track of your cards, gold and abilities neatly and easily, enabling you to devote all your time to trouncing your opponents and winning your quest. Place the Character Sheets on a suitable flat surface beside the game board and simply store your cards and counters in the appropriate sections on the sheet.

But that's not all!! **Talisman - The Adventure** adds several new, optional rules that subtly change the strategy of the game, and provide endless new gaming possibilities. Read on ... and happy gaming!!

### **1. RULE CHANGES**

### **1.1 MULES**

It is suggested that Mules be restricted to carrying eight objects. This introduces a balance with the new cards. Mark the Mule cards accordingly.

### **1.2 ALTERNATIVE ENDINGS**

These cards are *optional* and should only be introduced into the game if all the players agree to their use.

Shuffle the six cards and pick one randomly; *without* looking at the card chosen place it face down on the Crown of Command space at the centre of the board. The first player to reach this space reveals the card when they cross from the Valley of Fire, and should then refer to the appropriate rule section below.



#### **CROWN OF COMMAND**

If alone, you *must* cast 1 *Command* Spell per Turn. Roll 1 die. If 4-6, victim must admit defeat or lose 1 Life. 1-3 means no effect.



#### **DEMON LORD**

The Crown of Command has been destroyed by a huge and malevolent Demon Lord. You must defeat this spirit in Psychic Combat to win the game. The Demon Lord has a Craft of 12 and 4 Lives. To defeat him you must take all of his Lives. You may choose to flee from the Demon Lord at any time in which case you return to the Plain of Peril and the Demon Lord regains all his Lives. While you are fighting the Demon Lord an impenetrable mystic barrier prevents any other players from entering the Valley of Fire. If you are killed, the Demon Lord regains his Lives and awaits the next challenger.



#### **PANDORA'S BOX**

The Crown of Command has been replaced by a large magic chest. If you are *alone*, you may open the chest and use its power to defeat your rivals. Each turn the chest will give you spells and adventure cards to attack your opponents. Roll one die for the number of spells you pick up *each* turn and one die for the number of adventure cards you pick up *each* turn.

You must use these cards on the turn that you collect them. They may be used against any of the other players. You win the game when all your opponents have been killed.

#### **BELT OF HERCULES**

The Crown of Command has been replaced by a magic belt. If you are *alone*, you may don the belt. Only one player can wear the Belt at any time.

Upon donning the Belt the Character is transformed into a superhumanly strong Character with the power of Teleportation. While wearing the belt you have a Strength of 12 and 5 Lives. You must move to a space occupied by another Character and challenge them to a duel. Any Character who is killed *loses* the game. If the Character wearing the Belt is killed, it transports itself back to the Crown of Command space.



### **HORRIBLE BLACK VOID!**

The first player to cross the Bridge of Fire is sucked into a seething mass of darkness and annihilated along with all their Followers, Objects, etc. They have lost this game!

After one player has been destroyed the Horrible Black Void moves to the discard pile and a new End card is placed face down on the Crown of Command.

#### THE DRAGON KING

#### Roll one die:

1: The Dragon King thanks you kindly for the meal, eats one of your Followers and throws you into the Plain of Peril. Try again!

2: You must fight the King's three younger brothers in normal combat; each one is a Strength 9 Dragon and you must fight each in turn. If you lose you are thrown into the Plain of Peril. Try again!

3: You must defeat the King himself to win the game. He has a Strength of 12, a Craft of 12 and 5 Lives. You must fight a normal Combat *and* a Psychic Combat against him at the same time. If you lose all your lives he has eaten you and all your

Followers, etc. You lose this game! 4: The King decides he really likes you and promptly flies off to eat your opponents at your request. Each of the other players must fight the King or be eaten. He will only attack one player at a time and always gets his Lives regenerated between combats. If any player kills the Dragon King they win the game. If all the other players are killed the player on the Throne wins. 5: The Dragon King is soundly asleep atop his mountainous piles of treasure. Roll under your Craft to assassinate the King and win the game. If you fail your roll the King wakes and eats one of your Followers, throwing you into the Plain of Peril.

6: You are in luck, the Dragon King is out to lunch! You take possession of all his treasures and magic and win the game!



### **1.3 HENCHMEN**

The inclusion of Henchmen in your game is optional. They should only be included if all players agree to their use.

Before the game starts the players must decide how many Henchmen are permitted to each player. The players may decide not to include any Henchmen or to permit only one Henchman per player. We recommend that players do not play with more than one Henchman each.

Players choose or draw Characters as normal, and then randomly draw additional Characters from the remaining Character cards for use as Henchmen. We suggest that players do not choose Henchmen characters as this could give an unfair advantage. Players whose main characters are not allowed Followers cannot have Henchmen.

Henchmen are used in a number of ways:

- The player can use any or all of the Henchman's special abilities a) as if they were the player's normal abilities. These must be abilities the Henchman could pass on or use for you. For example, you could not gain a Henchman's resistance to a Siren's sone, but he could steal for you.
- At the start of any combat you can declare that your Henchman is going to fight on your behalf. Henchmen fight using the base b) values printed on their card for Strength and Craft. They gain no benefit from any Objects. Followers or extra Strength and Craft that your character mmay have acquired. They may benefit from magic spells cast on their behalf during or immediately preceding the combat.

CREDITS: Internal Art Illustration: Aly Morrison Box Cover Art Illustration: © Christos Achilleos 1986 Original Talisman Game: Robert Harris *The Adventure' Rules:* Edward Campbell, Charles Johnson, Alan Merrett, Aly Morrison



### **COSMIC ENOUNTER**

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KINGS & THINGS\* In the barbarian land of Kadab something stirs - a prince sets off to explore the wilderness, looking for treasure and artifacts that will allow him to become ruler of all the land. Unknown to him, of course, other princes are doing exactly the same. Find out what hap-pens when they meet each other head-on in this snig-geringly funny but remarkable skilful fantasy boardgame! For 2 to 4 players.

Henchmen cannot themselves possess any Gold, Objects or Followers and they cannot increase their Strength, Craft or Lives. They can therefore never have more than 4 Lives. They are considered as Followers wherever the rules specify such. If they are killed, they are out of the game and may not be replaced.

### **1.4 CHAOS BLOODBATH OPTION**

This rule is optional, and may only by used if all players agree to it before the start of the game. Use only one of the Talisman cards, instead of all four. In addition, any player whose character is killed im-mediately loses the game. The Chaos Bloodbath Option makes for a short, but very, very bloody game.

### **1.5 (AMENDMENT)**

Any player who visits the TAVERN and loses at gambling but does not have any Gold must lose a Life instead.

### **1.6 (CHANGE TO RULES SECTION 13.2)**

A Character must choose to Encounter either one Character of their choice who is in that space, or in the space itself, or to fire their bow (if they possess one) at a Character who is in range.

### PRODUCED BY THE GAMES WORKSHOP DESIGN STUDIO

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### THE WARLOCK OF FIRETOP MOUNTAIN

THE WARLOCK OF FIRETOP MOUNTAIN The locals speak in hushed tones of the Warlock who lives beneath the mountain, telling stories of the awesome treasures and the deathly monsters to be found there. You, of course, don't believe a word of this. Together with your fellow warriors you must ven-ture deep into the bowels of the earth and vanquish the foe to become lord of Firetop Mountain. For 2 to 6 players

BATTLECARS



These games are available from all good games shops or in case of difficulty con-tact Games Workshop Mail Order, Chewton Street, Hill Top, Eastwood, Nottingham NG16 3HY. For full lists of our extensive range of pro-ducts please send a stamped-self address-ed envelope to the above address.



The legends say that the wizard who ruled this land of old constructed a great Dungeon complex beneath his realm, filled with mysterious chambers and deadly traps. Anyone who entered the Dungeon might with courage and perseverance discover a route to the fabled Crown of Command. Now at last the long-lost entrance to the Dungeon has been found.

et the new adventure begin!

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- 12. Special Abilities in the Dungeon
- Alternative Dungeon Rules 13.
- The Short Dungeon Game 14.

### 1. Summary of Play

an expansion of Games Workshop's Talisman remain on the board. boardgame, and cannot be played without the Talisman rules. While travelling around the conventional Talisman board, players may 5.1. To enter the Dungeon you must first land discover Doorways leading into the Dungeon. on a Doorway. Those who choose to do so may use the doorways to enter the Dungeon, where they will find all manner of new perils and adventures. The Dungeon may lead them straight to the Crown of Command, or into terrible danger that is the risk they take.

### 2. Components

This box should contain the following:

- 1 Dungeon Game Board
- 4 Doorway Adventure cards
- 36 Dungeon cards
- 14 Character cards
- 14 playing piece cards
- 1 rulesheet (you're reading it).

If any of these components are missing or damaged, write to us at the address below and we'll be glad to replace them. The Talisman Dungeon

Games Workshop Ltd Chewton Street Hilltop, Eastwood Nottingham, UK NG16 3HY

### 3. Setting Up

3.1. Set up the main game as normal, and shuffle the four Doorway cards into the deck of Adventure cards.

3.2. Place the Dungeon board beside the main the spiral path marked out on the board; board.

3.3. Shuffle the deck of *Dungeon* cards and place them face down beside the Dungeon board.

### 4. Discovering Doorways

4.1. When a Doorway card is drawn from the Adventure deck, it is treated as a Place card and placed face up on the space where it was found. When there are two Doorways on the board, any subsequent Doorway cards which are drawn are ignored; they are placed on the discard pile and a new card is drawn in their place.

4.2. Doorway cards are not affected by the The Talisman Dungeon is designed for use as Destruction spell or the Earthquake card, and

#### 5. Entering the Dungeon

5.2. On your next turn you may move onto the Entrance space of the Dungeon board. You must stop there, and may carry on into the Dungeon on the following turn instead of carrying on round the main board. Entering the Dungeon is optional, and you may always choose to carry on round the main board if you wish.

5.3. The Horse, the Warhorse and the Horse and Cart may not be taken into the Dungeon; you must discard these cards when you enter the Dungeon.

#### 6. Movement In The Dungeon

6.1. The Dungeon board is laid out in a spiral, with the Entrance at the outside of the board and the end of the dungeon, the Treasure Chamber, at the centre.

6.2. Characters in the Dungeon follow the spiral path to the Treasure Chamber, rolling one die and moving the indicated number of spaces in the same way as movement on the Outer and Middle Regions of the main board. Note, however, that in the Dungeon you may only move towards the centre, except under special circumstances as outlined below.

characters may not move through walls.

6.4. A character may only move backwards (away from the centre) under the following circumstances:

If the character is instructed to do so by the rules on a card or space;

When a character is defeated in combat or psychic combat, he or she must move towards the entrance on the next turn only.

When a character is fleeing the Dungeon - see 9 below.

6.5. Some characters who have Special Abilities which alter their movement will find that these are modified while in the Dungeon - see 12 below.

### 7. Encounters in the Dungeon

7.1. Encounters in the Dungeon are dealt with in precisely the same way as encounters on the main board.

7.2. Some characters who have Special Abilities which affect fighting and spellcasting will find that these are modified while in the Dungeon see 12 below.

7.3. When a character is defeated in Combat or Psychic Combat he or she must move towards the Entrance on the next turn. Roll the dice as normal, but move back towards the Entrance space. You must stop moving if you reach the Entrance space itself.

### 8. Leaving the Dungeon

8.1. When you reach the Treasure Chamber, you must end your move there. On your next turn you leave the Dungeon by rolling one die and consulting the Treasure Chamber table to see where you come out. Add 1 to the die roll for each character on the Crown of Command space, counting scores over 6 as 6. Leaving the Dungeon in this way constitutes your move for that turn, and you may not move further until the following turn.

8.2. You may not enter the Dungeon and leave it on the next turn - you must make a move as described in 6.2 above. However, if you find yourself back at the Entrance on any subsequent turn, you may leave the Dungeon on your next 6.3. Movement in the Dungeon must follow turn if you wish by moving to any Doorway takes up your whole move. Once you have done the purposes of Events. this, you must move around the main board for at least the next turn.

if you land on a space where the appropriate special movement ability in the Dungeon. card is laid face-up.

#### 9. Fleeing The Dungeon

9.1. At any time after you have left the Entrance, you may declare that you are fleeing the Dungeon. You now make all your moves in the direction of the Entrance. You cannot change your mind, but must go all the way to the you are in the Dungeon. Entrance. Once there, you leave the Dungeon as described in 8.2 above.

9.2. If you are defeated in combat while fleeing the Dungeon, you still continue moving towards the Entrance in the next turn.

#### 10. Spells in the Dungeon

While in the Dungeon, you may cast Spells on 12.7. Martial Artist: You may not use a Killer players, cards and spaces on the main board and characters on the main board may cast spells on you and on spaces in the Dungeon. The following clarifications may be helpful:

10.1. The Destruction, Displacement, Metamorph and Divination spells may be used on Dungeon cards.

10.2. The Hex and Barrier spells may be played on Dungeon spaces.

10.3. The Misdirection spell may be played on a player who is in the Dungeon.

10.4. The Teleport spell may not be used by a character who is in the Dungeon.

Otherwise, the Dungeon counts as a Region for the purposes of casting spells.

11. Events in the Dungeon

in the Dungeon:

Evil Darkness, Halloween, Magic Vortex, Market Day and Taxation.

11.2. The Blizzard does not affect players in the Dungeon.

11.3. The Astral Conjunction does affect Spirits in the Dungeon.

on the main board. Moving to the Doorway Otherwise, the Dungeon counts as a Region for 13.2. The table in the Treasure Chamber is used

### 12. Special Abilities in the Dungeon

8.3. You may leave the Dungeon via the Tunnel 12.1. Amazon, Centaur: You may not use your

12.2. Assassin: You may not Assassinate the Guard in the Guard Room.

12.3. Inquisitor: You may not Imprison other characters while you are in the Dungeon.

12.4. Leprechaun: You may not Teleport while

12.5. Ninja: While in the Dungeon, you must encounter all the spaces you land on, and may not Evade Enemies.

12.6. Orc: A Wolf does not allow you any movement bonus in the Dungeon.

Blow against the Guard in the Guard Room.

12.8. Philosopher: While in the Dungeon, you may only see the next Dungeon card. While on the main board, you may only see the next Adventure card.

12.9. Prophetess: You may not draw an extra Dungeon card as you do with Adventure cards.

12.10. Zulu: When you Rout a character in the Dungeon, you may move him or her in either direction; on the next turn, he or she must still move towards the Entrance.

### 13. Alternative Dungeon Rules

With the agreement of all players, either of the following rules may be substituted for those normally governing the Treasure Chamber.

11.1 The following Events do affect characters 13.1. The table in the Treasure Chamber is ignored. When a character reaches the Treasure Chamber he takes one Talisman, and comes out at the Portal of Power on the next turn. When this rule is used, all Talismans are removed from the Adventure deck and placed beside the board with the other Talisman cards. A character who already has a Talisman may not pick one up from the Treasure Chamber.

as normal until one player reaches the Crown of Command. From this point, on any character who lands on the Treasure Chamber automatically goes to the Crown of Command on the next move.

#### 14. The Short Dungeon Game

This is an option allowing you to play a short game in the Dungeon alone. The main board and Adventure cards are not used. All characters are set up in the normal way, but begin together at the Entrance. Characters may not encounter each other while on the Entrance space. Play follows the normal rules for the Dungeon, and the first character to reach the Treasure Chamber is the winner.

### THE TALISMAN DUNGEON

Credits

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Board Art: Colin Dixon

Card Art: David Andrews & Colin Dixon

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# Those who seek the Crown of Command face a new set of perils. Flung through space and time, they may find themselves in alien realms, faced with foes and dangers beyond their imaginings.

The rules for the Talisman Timescape are divided into the following sections: The Timescape Components Rules:

- 1. Set-Up
- 2. Playing in the Timescape
- 3. Entering the Timescape
- 4. Movement in the
- Timescape
- 5. Adventure Cards
- 6. Timescape Cards 7. Spells & Magic Objects
- 8. Imprisonment
- 8. Imprisonner
- 9. Odds & Ends
- 10. New Characters
- 11. Other Rules

### THE TIMESCAPE

The Timescape consists of 15 alternate realities, separate but inexplicably tied to the world of **Talisman**. When you enter the Timescape you are on your own - a stranger, riding the waves of space and time in a realm alien to anything you have known.

Here science and technology rule. The physical and magical laws of the world of **Talisman** are subtly altered. You will encounter strange creatures - both friendly and hostile - and must contend with weird twists of fate and space. Virtually anything can happen. In short, the Timescape is a place which is highly dangerous but potentially very rewarding.

Whether you find yourself in the Timescape by choice or by accident, several strategies offer themselves. You may enter the Timescape by choice early in the game, in hope of gaining a lead on your opponents. Beware, though - you may never make it back alive. Alternatively, you might decide to wait until your Character has increased in power, to improve your chances of survival. Then again, you may wish to escape your opponents at some time. The Timescape provides you with these options, and can also gain you access to the Middle and Inner Regions - and even to the Crown of Command Space.

This expansion set also includes eight new Characters, who all start in the Timescape.

The **Scientist**, experimenting with interdimensional machinery, was thrown into a Warp Gate by an accidental explosion.

The **Archaeologist** met a similar fate while observing a pagan ritual.

The **Astronaut** is an intrepid adventurer, willingly exploring the unknown.

The **Space Pirate** is a rogue on the run from the interplanetary law.

The battle-hardened **Space Marine** and the psychic **Astropath** have been drawn into the Timescape through Warp Gates in the *Warbammer 40,000* universe.

The evil **Cyborg**, part man, part machine, was hurled into the Timescape while travelling through time in an attempt to change the course of history.

And finally, there is the fearless and deadly **Chainsaw Warrior**, sucked into the Timescape as he battled the inter-dimensional creature known only as *Darkness*.

Remember that the Timescape is dangerous. If things don't always work out the way you hoped, don't be discouraged. There is always a next time. Above all, enjoy the game and have fun.

### COMPONENTS

- This box should contain the following:
- 1 Timescape Game Board
- 40 Timescape Cards
- 12 Timescape Purchase Cards
- 2 Spell Cards
- 8 Character Cards
- 8 playing piece cards
- 4 Timescape Data Sheets
- 1 rulesheet (you're reading it)

If any of these components is missing or damaged, write to us at the following address (not forgetting to enclose your proof of purchase), and we'll be glad to replace them.

> The Talisman Timescape Games Workshop Ltd Chewton Street Hilltop, Eastwood Nottingham, UK NG16 3HY

### RULES

The following rules must be used when playing Talisman with the Timescape.

#### 1. SET-UP

The Timescape consists of one Game Board Expansion, 40 Timescape Cards, 12 Timescape Purchase Cards, 2 Spell Cards and 8 Character Cards, all used in conjunction with the main game.

Place the Timescape board alongside the Talisman board. Shuffle the new Characters and Spells into the appropriate stock piles, along with those from the original game and any other expansion sets you are using. Shuffle the Timescape Cards and place them and the Timescape Purchase Cards beside the Timescape board.





The game is now ready to play. Read the remainder of this rulebook and begin the game as usual.

### 2. PLAYING IN THE TIMESCAPE

There are three very important differences between the Timescape and the other *Talisman* boards. These are explained in detail in the body of the rules, but here is a summary:

1. Cards only ever affect the Character who draws them; they *never* affect any other Characters.

2. Cards are always discarded after they have affected the Character who drew them; they are *never* left on the board. This does not apply to cards which a Character is allowed to keep.

3. Characters *never* encounter other Characters in the Timescape; if you land on the same Space as another Character, follow the rules for the Space rather than encountering them.

**Design Note.** The reason behind these rules is that each space on the Timescape board represents a complete separate reality, with an area much larger than the normal Talisman board. When your Character moves to the space, they have appeared in one small part of that alternate reality, and the chances of any other Character appearing even remotely in the same place are very small indeed...

#### **3. ENTERING THE TIMESCAPE**

There are five ways to enter the Timescape:

1. You may use a Warp Gate Spell.

2. If you draw the Horrible Black Void card when using the Alternative Ending cards from *Talisman the Adventure*, you must move your Character immediately to the Warp Gate space on the Timescape board. All Followers and Objects are retained. Return the Void card to the Alternative Ending Card stock pile.

3. You may attempt to enter the Timescape with the help of the Mystic, Enchantress or Warlock on the main board:

If you visit the Mystic or Enchantress and wish to enter the Timescape, roll two dice instead of the normal one. If the score is equal to or less than the sum of your starting quotas of Strength and Craft, you are found worthy and a Warp Gate is opened for you. Move your Character immediately to the Warp Gate space. If you fail, end your Turn.

The Warlock may open a Warp Gate for you for a fee. Instead of rolling for a Quest, roll one die:

- 1-3: Ignored
- 4: Pay 1 Follower
- 5: Pay 1 Magic Object
- 6: Pay 2 Gold

If you have the fee, you must pay it and move your Character immediately to the Warp Gate space. If you do not have it, you are ignored, and end your Turn.

You may visit the Mystic, Enchantress or Warlock any number of times to attempt to enter the Timescape, but may only have one attempt per visit. Characters who have been transformed into Toads may visit the Mystic or Enchantress, but must roll a 2 on two dice to enter the Timescape. The Mystic or Enchantress will only send you to the Timescape *once* each. The Warlock will send you there any number of times - as long as you can pay his fee!

Any character who enters the Timescape must leave behind any Mule, Horse & Cart, Warhorse, or Horse, in the space they entered from. The Poltergeist must likewise be discarded.

### 4. MOVEMENT IN THE TIMESCAPE

The spaces in the Timescape are joined by different coloured *Warp Lines*. In your Turn, roll a die and consult the movement table to see which Warp Line you move along. Note that movement along *Warp Lines* is one way only (in a clockwise direction).

Characters have no control over their movement; they are being randomly drawn to different locations by forces they cannot control or understand. No Character may use Followers, Objects, Spells or Abilities to affect where they move. The *only* exception to this is the Warp Belt, which always allows the character to move as if they had rolled a 1 or a 2.

No other Movement is possible except as instructed on the Timescape Board and

Timescape Cards. If you draw an Adventure card, ignore any instructions about movement.

### 5. ADVENTURE CARDS

When you land on a Timescape space you may be instructed to draw an Adventure card. In this case, draw the top card from the Adventure card deck used in the normal Talisman game. You cannot use a Special Ability to draw extra or look at Adventure Cards. The following rules apply to the instructions on the card:

i) Ignore any instructions to do with the movement of your playing piece.

ii) Adventure cards drawn in the Timescape *only* affect the Character who draws them. They never affect any other Characters, even if they are in the same space.

iii) All Adventure Cards which are drawn in the Timescape and not kept by the Character are discarded after the instructions have been followed - no matter what the card may say. Cards which are abandoned in the Timescape are also discarded.

iv) If you draw a Horse, Mule, Horse and Cart, Warhorse, Poltergeist, Arena or Blizzard, discard it. Do not draw another card.

If you draw a Dungeon Door, discard it and draw another card.

If you draw the Hermit, discard him and gain 1 Talisman.

If you draw the Pool of Life, Magic Stream or Fountain of Wisdom, discard it and add one to your appropriate attribute.

If you draw the Raiders, discard it along with all of your Objects and Gold.

### 6. TIMESCAPE CARDS

Timescape Cards and Adventure Cards are kept separate. Make sure that you draw from the right deck whenever you are instructed to draw a card.

Also, note that Timescape Card Enemies are all designated as Aliens. Therefore, items or abilities which pertain to some other specific type of Enemy (Monster, Spirit, etc) will not work on them. Aliens which fight with Strength, however, can be saved for "cash-ins" by any Character who defeats them.



Timescape Cards are Encountered in the following order:

- 1. Hand of Fate
- 2. Enemy-Alien (Strength)
- 3. Enemy-Alien (Craft)
- 4. Object
- 5. Follower

As with Adventure cards, any Timescape cards must be discarded after the instructions on the card have been followed, unless the Character is allowed to keep the card.

### 7. SPELLS & MAGIC OBJECTS

You may only use Spells in the Timescape against Adventure cards that you have drawn. You may not cast spells at any other time. Similarly, Magic Objects will only work against Adventure cards, and may not be used at any other time. If you find a Magic Object in the Timescape you may keep it, and it will work normally when you return to the main board.

#### 8. IMPRISONMENT

During play you may find yourself Imprisoned by the Sentinels. In order to escape, you must roll equal to or less than your Craft on 2 dice. The roll is made at the start of your Turn. If you succeed, take your Turn as normal. If you fail, try again next Turn.

Regardless of the result of the roll, you will be released after you have missed 3 Turns.

### 9. ODDS & ENDS

While playing (or playing against) a Character in the Timescape, the following restrictions apply:

If you land on a space containing another Character you may not encounter them. Follow the instructions for the space instead.

Characters in the Timescape cannot affect or be affected by other Characters in any way (including the use of Pandora's Box). Nor can they be affected by the main Talisman Board or by Cards drawn there. Only the Timescape Cards and those Cards which are drawn as instructed by the Timescape Board may affect Characters in the Timescape.

Characters may not use ranged weapons (such as the Samurai's bow) to attack other characters in the Timescape.

The Dragon King and Hercules cannot Teleport into the Timescape. If there are no Characters on the main board, these cards must remain at the Crown of Command space until a Character returns to the main board.

When using the Timescape, the Ancient Artifact is considered an Object, not a Magic Object.

The Transmute spell will affect any Object from the Timescape deck. Discard the Object card if the Transmute spell is cast upon it.

If a follower fights the Warp Demon, or Aliens encountered on Death World, the Character does not receive the bonus to their Strength or Craft.

When a Toad enters the Fourth Dimension, he immediately reverts to normal. If, while in the Fourth Dimension, you are turned into a Toad, you will remain a Toad only until the end of that Turn.

A Warp-belt or Jet-Pack may be taken into the Dungeon but will not work there.

The Green Mist will not affect Timescape cards.

An Anti-Grav Platform may be taken into the Dungeon and will work as normal.

#### **10. NEW CHARACTERS**

Characters which start in the Vortex roll to see which space they move to on the Talisman board as their first Turn. Rolls of 6 are ignored, however, and the die is rolled again.

The Rogue and the Space Pirate cannot modify the die rolls at the Enchantress or Warlock when attempting to enter the Timescape.

The Archaeologist may not keep Enemies killed by his Pistol for Strength.

Characters that start in the Timescape are never affected by the Patrol card.

#### **11. OTHER RULES**

Except as noted in these rules, the normal Talisman rules apply.

#### TALISMAN TIMESCAPE Credits

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Playtesters: Geoff Ambler, Dean H. Bass, John Biggs, Daniel Butler, Jason Cripps, Stuart Heath, Peter Hobley, Dennis Lisle, Ewan McNay, Stuart Ray, Simon Taylor, with special thanks to the Milton Keynes Wargames Society.

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DATA SHEET

DATA SHEET





















### Sheet 02 - Print 2 Copies - Attach to back of sheet 01



### Sheet 03 - Print 1 Copy - Attach to back of sheet 01





been used, it crumbles to the discard pile.



ignores you). You may then discard her.

resorting to Combat.
























TOAD		ALIGNMENT ALIGNMENT YOU ARE NOW	PURCHASE	PURCHASE
TOAD		ALIGNMENT ALIGNMENT YOU ARE NOW	PURCHASE	PURCHASE
TOAD		ALIGNMENT ALIGNMENT YOU ARE NOW	PURCHASE	PURCHASE
TOAD	TALISMAN IN TALIS	ALIGNMENT ALIGNMENT YOU ARE NOW	PURCHASE	PURCHASE











## Sheet 24 - Print 1 Copy - Attach to back of sheet 23





Sheet 25 - Print 1 Copy - Attach to back of sheet 26

### Sheet 26 - Print 1 Copy - Attach to back of sheet 25







## Sheet 29 - Print 1 Copy - Attach to back of sheet 27



## Sheet 30 - Print 2 Copies - attach spell fronts to backs, counters are 1 sided only







SPELL

SPELL



You may cast this spell at the start of your Turn. When cast, it opens a Warp Gate which will remain in the space until the start of your next Turn or until a Character passes through it. You may pass through the gate when you cast the Spell. If you do not, any Character who lands on the space *must* pass through the gate. Any Character who passes through the gate is moved immediately to the Warp Gate space on the Timescape board.



You cast this Spell on yourself instead of rolling the die for your Movement. It enables you to Teleport to any other space in the same Region. The spell may not be used in the Inner Region.



This Spell may be cast as required. When cast on a player, that player is immobilised (may perform no actions apart from negating the Spell with Coun-terspell) for the duration of that Turn. It has the same effect when cast on an Enemy. In both instances, the victim may not be attacked but may be Evaded.

SPELL SPELL **PSIONIC BLAST** 



You cast this spell on yourself when you are about to engage in Combat. For that one Combat (not Psychic) only, the Spell allows you to add your Craft to your Strength for your total Strength.

SPELL



This Spell may be cast as required. By casting it on yourself or any other player, the recipient is restored to their original quota of 4 Lives.



RANDOM

SPELL

SPELL

SPELL



Cast on any one player at any time. They roll 1 die to determine the effect on them: 1: Become Toad for 3 Turns 2: Lose Strength\* 3: Lose Craft\* (\* All but starting quota and those gained

from Followers and Objects owned.) old 5: Gain 1 Strength 6: Gain 1 Life 4: Lose all Gold



# Sheet 31 - Print 6 Copies - Attach to back of sheets 32 to 37



Sheet 32 - Print 1 Copy - Attach to back of sheet 31



Sheet 33 - Print 1 Copy - Attach to back of sheet 31



Sheet 34 - Print 1 Copy - Attach to back of sheet 31



Sheet 35 - Print 1 Copy - Attach to back of sheet 31



Sheet 36 - Print 1 Copy - Attach to back of sheet 31



Sheet 37 - Print 1 Copy - Attach to back of sheet 31



Sheet 38 - Print 1 Copy - Attach to back of sheet 39



Sheet 39 - Print 1 Copy - Attach to back of sheet 38



Sheet 40 - Print 1 Copy - Attach to back of sheet 41


TALISMAN is a game played in a mythical world of dragons and sorcery. As a warrior, wizard, priest, or one of eleven other characters with special powers, each player must set off on a quest to find the magic talisman. The journey will be filled with danger – monsters, traps and evil beings are waiting to defeat your player-character. With skill and luck you will survive to find the greatest treasure of them all. Only then will victory be yours.

### WHAT YOU GET:

- 1 full-colour Playing Board depicting the magic kingdom.
- 14 full-colour Character Cards detailing Special Abilities with 14 small, matching
- full-colour Cards and 6 plastic bases to represent the characters on the board.
- 104 full-colour Adventure Cards detailing monsters, treasures and other items.
- 24 full-colour Spell Cards detailing the spells which may be cast.
- 28 full-colour Purchase cards detailing the items that may be bought.
- 4 full-colour Talisman Cards, 4 Toads, and 4 alignment Change Cards.
- 1 six-sided Die for movement and combat.
- Clear and concise rules.

## GAME DATA:

COMPLEXITY: Low NUMBER OF PLAYERS: Two to Six AGE: Nine to Adult PLAYING TIME: One Hour plus GAME DESIGNER: Robert Harris



01026

# Talisman The Magical Quest Game 2nd Edition

Scanned by Number 6.

This is a pdf version of the Games Workshop game. All the game components in this pdf are in CMYK colour mode @ 300 DPI.

\_\_\_\_\_

### **Included Components**

Talisman The Magical Quest Game **The Expansion Sets:** Talisman Expansion Set [Expansion Set 1] [Expansion Set 2] Talisman The Adventure The Talisman Dungeon [Expansion Set 4] [Expansion Set 5] Talisman Timescape And extra cards from White Dwarf No. 72, 1985 White Dwarf No. 115, 1989 This pdf does not include (due to non-availability): [Expansion Set 3] Talisman City Talisman Dragons [Expansion Set 6] \_\_\_\_\_

### The Dice & Playing Piece Bases:

The components that could not be scanned were the six-sided die and the six bases for the playing piece cards. The scan of the back of the box shows roughly what these are like. You'll need 2 six-sided dice. If you don't have any suitable bases similar to the original bases you can use the 7 (1 Extra!) cutout bases on Page 72 of the pdf. Just glue the two sections of the playing piece cards to cardboard and glue the bottoms to the larger cutout and the tops to the smaller cutout. Or if you have any miniatures you could use these instead.

### **How Many Printouts**

Print 1 copy of page 1 (The top of the box – optional) Print 1 copy of pages 2 to 30 Print 6 Copies of page 31 Pages 32 to 72 have instructions as to how many copies to print of each Print 1 copy of page 73 (The back of the box – optional)

### Putting the parts together

Recommended printing media (thin/thick card, paper) for each page is listed under bookmarks. For pages 32 to 72 (The cards and counters), separate the sheets into pairs for front and back (as indicated on top of the sheets). Glue one side to card, allow to dry, cut out around the edges, glue the other matching sheet to the other side of the card, allow to dry, cut out the individual cards and counters along the grey guides. Cut each copy of pages 51 to 53 into vertical strips and glue the matching cards to card as for the other cards and cut out. Page 61 contains the counters which are one sided only and six spell cards. Print two copies of this page, cut out the spell cards on each copy and glue the backs to the fronts as above, to make 12 spell cards. Cut out the paper bases on page 72, if needed, before gluing to the back of page 71

### **Separating The Expansion Set Components**

See the list at the end of this pdf if you want to separate all the components to play the basic set or the basic set with selected expansions. There is also an excel file (Talisman Components & Cards List.xls) that lists the cards complete with filters. You can search for this file on Kazaa.

1 - Talisman The Magical Quest Game Type Adventure Adventure

#### Name 2 Bags Of Gold 2 Bags Of Gold 2 Bags Of Gold Alchemist Amulet Angel Ape Armour Axe Bag Of Gold Bandit Bandit Bear Blizzard Boar Boar Book Of Spells Cave Cross Cursed By Hag Demon Devil Dragon Dragon Dragon Enchanter **Evil Darkness** Fairv Fountain Of Wisdom Ghost Ghost (Random Location) Giant Gnome Goblin Goblin Guide Guide Healer Helmet Hermit Hobgoblin Hobgoblin Holy Grail Holy Lance Imp Lion Mage Magic Belt Magic Portal Magic Stream

Magical Vortex

Maiden Market

Marsh

Market Day

1 - Talisman The Magical Quest Game Type Adventure Alignment Change Card Alignment Change Card Alignment Change Card Alignment Change Card Board Board Board Board Character Counter Counter Counter Counter Counter Counter Counter Counter

Name Maze Mephistopheles Mercenary Mule Ogre Ogre Orb Of Knowledge Pestilence Phantom Pixie Poltergeist Pool Of Life Potion Of Strength Prince Princess Raft Raiders Ring Runesword Serpent Shield Shrine Siren Solomon's Crown Sorcerer Spectre Storm Sword Sword Talisman Talisman Unicorn Wand Water Bottle Witch Wolf Wraith Alignment Change Card Alignment Change Card Alignment Change Card Alignment Change Card Chapel (Corner Square) City (Corner Square) Tavern (Corner Square) Village (Corner Square) Assassin Druid Dwarf Elf Ghoul Minstrel Monk Priest Prophetess Sorceress Thief Troll Warrior Wizard Craft Craft Craft Craft Craft Craft Craft Craft

Set 1 - Talisman The Magical Quest Game Туре Name Counter Craft Craft Counter Craft Counter Craft Counter Craft Counter Counter Craft Craft Counter Craft Counter Craft Counter Craft Counter Counter Craft Counter Craft Counter Craft Craft Counter Counter Craft Counter Craft Counter Craft Counter Craft Craft Counter Gold Counter Gold Counter Counter Gold Gold Counter Counter Gold Counter Gold Gold Counter Gold Counter Gold Counter Counter Gold Counter Gold Counter Gold Counter Gold Counter Gold Gold Counter Counter Gold Counter Gold Counter Gold Gold Counter Gold Counter Counter Gold

1 - Talisman The Magical Quest Game Туре Counter Die Plastic Base Name Gold Gold Gold Gold Gold Lives Strength Strenath 6 Sided Plastic Base

1 - Talisman The Magical Quest Game 1 - Talisman The Magical Quest Game

Type Plastic Base Plastic Base Plastic Base Plastic Base Plastic Base **Playing Piece Card** Playing Piece Card Purchase Rules Spell Spell

Name Plastic Base Plastic Base Plastic Base Plastic Base Plastic Base Assassin Druid Dwarf Flf Ghoul Minstrel Monk Priest Prophetess Sorceress Thief Troll Warrior Wizard Armour Armour Armour Armour Axe Axe Axe Axe Helmet Helmet Helmet Helmet Mule Mule Mule Mule Raft Shield Shield Shield Shield Sword Sword Sword Water Bottle Water Bottle Water Bottle Water Bottle Rules Acquisition Alchemy Counterspell Counterspell **Destroy Magic** Destruction Destruction Divination Healing Healing Hex Immobility Immobility Invisibility Mesmerism Nullify Preservation **Psionic Blast Psionic Blast** 

1 - Talisman The Magical Quest Game 2 - Expansion 1 - Talisman Expansion Set Type Spell Spell Spell Spell Spell Talisman Talisman Talisman Talisman Toad Toad Toad Toad Adventure Character **Playing Piece Card** Playing Piece Card Playing Piece Card Playing Piece Card

Name Random Random Teleport Teleport **Temporal Warp** Talisman Talisman Talisman Talisman Toad Toad Toad Toad Arena Astral Conjunction Bag Of Gold Bag Of Gold Bag Of Gold Banshee Berserker Casket Centaur Champion Cyclops Demigod Doppelganger Earthquake Gargoyle Genie Giant Lizard Goblin Golem Halloween Idol Judge Lich Magician Мар Outlaw Patrol Pegasus Rod Of Ruin Secret Door Shade Shovel Sphinx Taxation Volcano Winged Boots Amazon Barbarian Gladiator Halfling Hobgoblin Knight Leprechaun Merchant Necromancer Philosopher Pilgrim Ranger Rogue Satyr Amazon Barbarian Gladiator Halfling

2 - Expansion 1 - Talisman Expansion Set 3 - Expansion 2 - Talisman The Adventure 3 - Expansion 2 - Talisman The Adventure

#### Туре

Playing Piece Card Playing Piece Card **Playing Piece Card Playing Piece Card** Playing Piece Card **Playing Piece Card Playing Piece Card Playing Piece Card** Playing Piece Card Playing Piece Card Spell Spell Spell Spell Spell Spell Adventure Alternative Ending Alternative Ending Alternative Ending Alternative Ending Alternative Ending Alternative Ending Character Character Character Character Character Character Character Character

#### Name

Hobgoblin Knight Leprechaun Merchant Necromancer Philosopher Pilgrim Ranger Rogue Satyr Barrier Brainwave Displacement Metamorph Mind-Steal Slow Motion Ancient Artifact Archer **Bag Of Carrying** Bag Of Gold Bag Of Gold Bag Of Gold Band Of Zombies Cave Troll Chinese Dragon **Concealed Pouch** Familiar Fool's Gold Ghast Golden Statue Griffon Harpy Horse Horse Horse And Cart Horse And Cart Instructor Jester Leper Man-At-Arms Pedlar Porter Porter Shadow Staff Of Mastery Talisman Talisman Tomb Vampire Vampire Bats Warhorse Werewolf Whirlwind Belt Of Hercules Crown Of Command Demon Lord Dragon King Horrible Black Void Pandora's Box Centaur Ninja Orc Samurai Soldier Warrior Of Chaos Witch Doctor Woodsman

3 - Expansion 2 - Talisman The Adventure 4 - Expansion 4 - The Talisman Dungeon 4 - Expansion 4 - The Talisman Dungeon

#### Туре

Character Sheet Character Sheet Character Sheet **Character Sheet** Character Sheet Character Sheet **Playing Piece Card** Playing Piece Card **Questions & Answers** Rules Spell Adventure Adventure Adventure Adventure Board Character Dungeon Dungeon

#### Name

**Character Sheet Character Sheet Character Sheet Character Sheet Character Sheet Character Sheet** Centaur Ninja Orc Samurai Soldier Warrior Of Chaos Witch Doctor Woodsman **Questions & Answers** Rules Finger Of Death Fireball Fireball Fireball Gust Of Wind Lightning Bolt Misdirection Reflection Speed Summon Storm Water Walking Dungeon Doorway **Dungeon Doorway** Dungeon Doorway Dungeon Doorway The Talisman Dungeon Conjurer Dark Elf Gipsy Highlander Inquisitor Martial Artist Pirate Saracen Scout Sprite Spy Swashbuckler Swordsman Zulu Altar Bag Of Gold Bag Of Gold Bronze Dragon Cave-In Chest **Crawling Slime** Crystal Of Power Decree Of Banishment Doa Fire Gauntlet Of Might Giant Beetle Giant Rat Giant Rat **Giant Spider Giant Spider** Giant Worm Goblin Goblin Gong

4 - Expansion 4 - The Talisman Dungeon 5 - Expansion 5 - Talisman Timescape 5 - Expansion 5 - Talisman Timescape

Туре Dungeon **Playing Piece Card Playing Piece Card** Playing Piece Card **Playing Piece Card Playing Piece Card** Rules Board Character Character Character Character Character Character Character Character **Playing Piece Card Playing Piece Card** Playing Piece Card Playing Piece Card **Playing Piece Card Playing Piece Card Playing Piece Card Playing Piece Card** Rules Spell Spell Timescape Timescape

#### Name

Green Mist Living Statue Lone Dwarf Magic Mirror Magic Mirror Nightmare Phantom Hound Secret Passage Slaver Snake Pit Torch Torch Trapdoor Tunnel Wise Man Conjurer Dark Elf Gipsy Highlander Inquisitor Martial Artist Pirate Saracen Scout Sprite Spv Swashbuckler Swordsman Zulu Rules Talisman Timescape Archaelogist Astronaut Astropath Chainsaw Warrior Cyborg Scientist Space Marine Space Pirate Archaelogist Astronaut Astropath Chainsaw Warrior Cvbora Scientist Space Marine Space Pirate Rules Warp Gate Warp Gate Alien Artifact Alien Artifact Alien Artifact Alien Artifact Alien Spores Anti-Grav Platform Astral Hound Battle Armour Battle Droid Behemoth Chameleon Suit Combat Enviro-Suit **Dimensional Rift Dimensional Rift Dimensional Rift Dimensional Rift** Force Shield

5 - Expansion 5 - Talisman Timescape 6 - White Dwarf No. 72, 1985 7 - White Dwarf No. 115, 1989 7 - White Dwarf No. 115, 1989

#### Туре Timescape Data Sheet Timescape Data Sheet Timescape Data Sheet Timescape Data Sheet Timescape Purchase Timescape Purchase **Timescape Purchase Timescape Purchase** Timescape Purchase **Timescape Purchase Timescape Purchase Timescape Purchase** Timescape Purchase Timescape Purchase **Timescape Purchase Timescape Purchase** Adventure Adventure Spell Spell Spell Spell Spell Adventure Adventure Adventure Character Character Character Character **Playing Piece Card Playing Piece Card** Playing Piece Card Playing Piece Card Spell

#### Name Gyro-Compass Jet Pack Medi-Kit Medi-Kit Mining Laser **Omnipotent Being** Orks Power Glove Psi-Helmet **Pyschic Parasite** Space Vampire Star Predator Star Predator Star Sprites Sun Worm Supernova Supernova Supernova Supernova Symbiote **Time Travellers** Warp Belt Warp Storm Will O' The Wisp Will O' The Wisp Timescape Data Sheet **Timescape Data Sheet** Timescape Data Sheet Timescape Data Sheet Chainsword Combat Enviro-Suit Combat Enviro-Suit Gyro-Compass Gyro-Compass Jet Pack Jet Pack Mining Laser Mining Laser Poweraxe Psi-Helmet Psi-Helmet Closed Shop Curfew Bladesharp Bolster Enrich Ressurection Transmute Champion Of Chaos Noble Recruiter Champion Of Chaos Herald Mystic Templar Champion Of Chaos Herald **Mystic** Templar The Way Of The Lotus



#### **MASTER-LEVEL CHARACTERS**

#### SETTING-UP

Before starting the game, all of the cards should be printed and mounted onto thin card, perhaps including photocopies of normal card-backsides. The Adventure Cards should be shuffled into the appropriate decks, while the Character-Cards and the Playing Piece Cards should be put on one side until they are needed. I advise that you always have at least one Master-Level Character for each player (including the Master-Level Characters from Talisman-City). Although not all of the Master-Level Characters will come into play, it will be a lot fairer is everyone has a chance to take one.

#### **USING THE CHARACTERS**

During a game, if you draw a card which specifically offers you to take a Master-Level Character you may do so. Obviously, only one player can take any one Master-Level Character.

Take the appropriate Playing Piece Card and swap it with your old Playing Piece Card (with the exception of the Mystic, who is given his own stand); put the new Playing Piece Card in the starting location indicated on the Master-Level Character Card.

Take the Master-Level Character Card, and place it next to your original Character Card; he continues to keep the Starting Quotas and Special Abilities he already has, adding whatever new bonuses and Abilities the new Character gives him. It's probably easiest to take counters for any increases in Strength, Craft, and Lives and store them next to the old Character Card. The only thing about the old Character you may have to change is his Alignment; the Master-Level Character's Alignment takes precedence. If this causes a change, check through the Character's Followers, Objects etc to make sure that they can cope with this new Alignment - if not, they must be discarded (left in the space the Character occupies).

#### **Resigning as a Master-Level Character**

Most of the Master-Level Characters allow you to resign and go back to your original Character at any time; exceptions to this rule for the Talisman City Master-Level Characters are given in that Talisman City Rulebook. Of the Characters provided here, you may not resign as the Champion of Chaos; nor may the Mystic be resigned as such - however, the Spell that allows a player to call the Mystic into play will have been discarded, so rejoining the Mystic and the original Character will effectively end the Mystic's use.

When a Character resigns, all extra Strength, Craft and Lives gained by becoming a Master-Level Character are lost. If, by resigning a Master-Level Character, another Alignment Shift is caused, check through all the other cards the Character holds to make sure they are still compatible.

Finally, all of the other rules concerning Characters are unchanged - unless specifically contradicted by any of the rules given on the Master-Level Character Cards.

### A COUPLE OF TALISMAN WEBSITES

http://talisman.clift.org/talismanisland/ http://talisman.clift.org/sam/

# **Talisman 2nd Edition House Rules**

"House Rules" means none of these are official - use the ones you like, drop the ones you don't. Sometimes these are "interpretations" of the official rules in places where the official ones were ambiguous (or at least non-obvious).

A rule marked "Heli N" is the N'th rule from Rick Heli's gaming group's FAQ

(Rick.Heli@Eng.Sun.COM), the April 6 1992 edition. One marked "Mill N" is the N'th rule from The Mill Gaming Dudes' house rules (contributed by Ned Utzig <"strion::ned"@mast.enet.dec.com>). Several contributions came from Howard Kim (hkim@cs.cornell.edu) in the summer of 1993, with the aid of Sten Drescher (smd@floyd.brooks.af.mil), Doug Gibson (doug@abby.chem.ucla.edu), Kurt Grossman (KurtG@yang.earlham.edu), Dave Katleman (katleman@corp.sun.com), Jay Lorch (lorch@cs.berkeley.edu), and Petri.Maaninen (Petri.Maaninen@hut.fi).

- Principles for resolving issues ("meta" house rules)
- Talisman "Dragon's Lair" expansion set
- Tournament Rules
- Cycling through spells
- The Amazing Warp Belt Trick
- The Ninja's Secret Attack
- The Warhorse and charging into combat
- Centaur
- Warrior of Chaos
- Followers
- Priest
- The Bandit
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- Amulet
- Order of encounters
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- the Idol
- "before rolling the die for movement"
- Attacking strangers
- Staff of Mastery
- The Demon Lord
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- Leaving the City
- Dancing Girl
- Ninja versus Knight
- Isn't it too easy to become the High Mage?

- When you leave the Donjon, where do you go?
- Crown of Command
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- Doppelganger
- Losing lives to creatures with special attacks
- Questing Knight
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- Great Portal
- The Sentinel
- Strengthening monsters
- Enemies that Move
- The Zulu
- The Familiar and Extra Spells
- Unwanted followers

## Principles for resolving issues ("meta" house rules)

From: dalamb@qucis.queensu.ca (David Lamb) Date: 27 October 1993

Having been involved in a few Talisman rules arguments lately, I thought I'd propose some

guidelines for helping resolve such disputes.

- 1. Be clear about whether the argument is about resolving an ambiguity in the "official" rules, or about defining a new "house" rule.
  - 1. If you're resolving an "official" rule, then the rules as written are definitive (including the official answers in the previous section). Check the official rules! Arguing from memory, or from your own group's house rules, is probably counterproductive.
  - 2. If you're defining a "house rule" it makes sense to point out that it contradicts an "official" rule if the other party doesn't seem to know about the official rule, but once it's clear they don't like the official rule and are trying to define a house rule, harping about the official rules is pointless.
- 2. Combat vs Psychic Combat. A lot of people, including me, tend to think of "Combat" as being generic for both "(Strength) Combat or Psychic Combat". Psychologists and sociologists will tell you about "marked" versus "unmarked" terms and point out there'd be fewer misinterpretations if the "unmarked" term "Combat" meant both kinds, and there were 2 marks, e.g. Strength/Craft, or Normal/Psychic, for distinguishing the two forms of combat.

Unfortunately that does not appear to be what Games Workshop chose to do: Combat, unmarked, means combat with Strength. "Combat or Psychic Combat" is what they say when they mean the combat in the generic sense. So: if a rule or card says Combat, unadorned, it means exactly "Combat based on strength". Thus for example we can deduce:

1. Armour doesn't protect against losing a life in psychic combat.

- 2. A creature you "save" to use in the next "combat" can only be used in the next strengthbased combat.
- 3. The astropath can evade Combat, but not Psychic Combat.

Of course, you can always reject this "meta house rule" and substitute one that lets "combat" include "psychic combat" whenever you feel like it - but bear in mind it's just that, a house rule.

3. Any rule change that increases the power of spell-cyclers (those who "always have K spells") is probably "wrong" (meaning "makes the game less fun for most players").

## Talisman "Dragon's Lair" expansion set

From: David.Katleman@Corp.Sun.COM (David Katleman)
Date: Thu 29 July 1993
While waiting for the official Dragons release, David Katleman developed a "Dragon's Lair" expansion set; contact him directly at the above address if you want a copy. Basically, the Dragon Adventure deck cards are now considered the entrance to the Dragon's lair and are considered places. The expansion is still in a Alpha, maybe Beta test state.

## **Tournament Rules**

From: bl375@cleveland.Freenet.Edu (Brian G. Greenberg)

Date: 27 October 1993

Since the game can be very unbalanced, my group runs a tournament. We have five in our group and we deal out nine characters to each of us. We keep these characters hidden from each other. (We write them down and have my mom initial the peice of paper). We do not allow a character to have more that one spell caster. If this happens those without one may bid as to how many characters to show the person with the extra spell caster and let that person choose two of the shown. Then we play six games. Whoever wins the most is the Champ. If there is a tie there is a tie breaker game. A player who uses all nine characters is then allowed to draw two from those not chosen; the other players choose which one to play. The only time the High Mage is in the game is if two or more spell casters are played in a game or if a six is rolled on one die before the game (after characters are picked.) Because we think the Dragon King (from Dragons expansion) is too easy to beat, we use the alternate endings. Once one is picked it cannot be picked again until the fifth game, when we recycle them. Because the Great Portal and the Cave of Dragon Bones can be very cheap wins (a character may not have enough natural strength to get past the crypt), we only allow each player to use either of these once.

# Cycling through spells

### Date: 11 March 1993

Characters who "always have a spell" can really take over, since so many of the spells can be cast "when needed" (that is, just about any time). So they can cast a lot of spells on their own turn, then cast a lot more on the next person's, and so on. How can we fix this without being too unfair to the spell cyclers?

- 1. (GW in Talisman City): cast spells only on your own turn, except for defensive spells
- 2. (GW in Talisman City): cast only one spell "at a time" [DAL it's unclear what they mean by this, but presumably either "one spell per turn" such as one on your own turn, one on the next person's, and so on]
- 3. [LondonTowne Gaming Gang]: Make "always have N spells" true only at the start and end of the spell caster's own turn, at which time the caster can freely discard spells, then draw enough to have N spells.
- 4. [Jeremy Gates ] To cast a spell it must be able to take effect (eg. Heal subject must be not fully healed). Secondly the player can only get his new spells via the "always have a spell" at the start of his turn.

Aside: in the "standard" rules the only way to get rid of a spell is to

- 1. cast it
- 2. discard it if you acquire more spells than your limit.

So a spell-cycler can get "trapped" with an uncastable spell (e.g. counterspell, if no one ever casts a spell on the cycler).

## The Amazing Warp Belt Trick

From: KURTG@EARLHAM.BITNET

Date: 20 October 1994

If you have the Warp Belt, or if you are the Astropath, you can choose to follow the Red line

from the Negative Zone to the Time Loop, returning to "the space you came from" - where you

draw another Timescape card. This lets you get all the treasure from the Timescape Deck!

- 1. Do nothing. It's not necessarily so bad if you do this with the Warp Belt, since you also cycle through all the Monsters in the Timescape deck, such as the Str 12 Behmoth or Cra 12 Space Vampire. The Astropath, on the other hand, gets a 2/3 chance to Evade the Behemoth (though not the Vampire), and doesn't even need to find the Belt, so he's even worse.
- 2. Limit people to a small number of loops, e.g once. Thereafter they roll normally for what path to follow.

## The Ninja's Secret Attack

Date: 11 March 1993 From: KURTG@EARLHAM.BITNET Can the Ninja make a Secret Attack in an endgame where you have to fight, such as against the Dragon King?

1. No. It says against an upturned Enemy card or player; several of GW's Q&A items show they mean Enemy to refer to cards with the word Enemy on them, and not fixed monsters like the Sentinel, the Spirit at the crags, the Brigand in the forest, the Warp Demon, and so on.

## The Warhorse and charging into combat

Date: 11 March 1993

From: wrr3118@tamsun.tamu.edu (Rick Russell)

The Talisman Rules and Q&A state that the Warhorse allows you to add your Craft to your Strength for \*any\* combat in which you would normally use Strength. Hence, the Warhorse is exactly equivalent to the Monk's special ability and the spell Psionic Blast. For a measly price of 5G in the City, or for free if you pick it out of the Adventure Deck, the Warhorse seems like an inordinately powerful object. The Warhorse will allow most Strength 2 and 3 characters to take on Dragons and Giants with ease, given a sword and a spot of good luck. Later in the game, characters fortunate enough to have a Warhorse become extremely powerful. In a 2 player game, this is practically a ticket to the Crown of Command.

- 1. Note the rules and Q&A sheet for some standard limitations: If the owner of the Warhorse loses a life in combat, the Warhorse is lost instead. The Warhorse may not be used more than once per combat round; this is important when the character using the Warhorse is fighting the Pit Fiends, Zombies or characters who have the ability to fight or re-fight a second round of combat.
- 2. The Warhorse \*only\* allows you to add your Craft to your Strength when you land on/encounter a face-up Adventure Card or Character. When you are attacked, the Warhorse is useless (i.e. you don't have the opportunity to charge). Comment: This rule is good on the face of it, but has some problems. In the center of the board, the \*second\* character to enter the Crown of Command space will get to charge, and on their attack they can steal their opponent's Warhorse. The first character is dead meat. If the character at the center gets the Belt of Hercules, then they can do the same thing by teleporting on top of another character.
- 3. The Warhorse works as originally specified, but you may \*only\* take Life away from your opponent, not Gold or Objects. Comment: Makes a certain amount of sense, since it would be difficult to use a Warhorse for subdual combat. It still allows low-strength high-craft characters to kick the rear out of dragons and such, which doesn't seem sensible. Instant strength for weak characters.
- 4. The Warhorse adds a random Charge Bonus (1d6) to your Strength in every standard Combat, whether you attack or are attacked. Instead of rolling one die and adding to your Strength, you roll two dice. Comment: Easy to implement, simple to understand. On average, the Warhorse will provide a Strength bonus of 3 or 4 at a cost of 5G, slightly better than two-handed weapons at a cost of 4G. About the same as the Mercenary. Provides no guarantee of easy success in a given situation.
- 5. Same as (4), and in addition the Warhorse will not necessarily be killed by attacks which would normally take a Life. The player has the option of allowing the Warhorse to be killed instead of losing a Life in Combat. Comment: My personal favorite. Since the Warhorse no longer provides a constant Strength bonus in combat, it seems unfair to kill it anytime the Character loses a combat while using the Warhorse.
- 6. Same as (4) or (5), but the Warhorse only provides a bonus if the Character encounters/lands on a face up Adventure Card or character. Comment: Another sensible variation of (3) and (4).
- 7. By itself, the Warhorse provides adds 1 to your Strength in Combat, and it may be combined with any normal weapons (Axe, Sword, etc) and Armor. A new weapon is introduced into the game: The Lance. The Lance may be purchased at the City Armoury for 3 gold. It is a one-handed weapon which adds 1 to your Strength while in Combat. When the Lance is used with a Warhorse in Combat, both items used together provide a net bonus of +4 to your Strength. When used \*against\* a Character with a Warhorse, the Lance provides a +2 bonus to your Strength in Combat

(then you might call it a Polearm). The Holy Lance works just like a normal lance, except that it is adds 3 to your Strength in Combat with Enemy-Dragons and when combined with the Warhorse provides a net bonus of +6 to your Strength in Combat against Enemy-Dragons. Comment: It would require printing up some new Purchase cards, but otherwise it's a really neat idea. I haven't playtested anything, so I don't know if it's a well-balanced solution.

- 8. [jjohnson@ccscola.Columbia.NCR.COM (Jeffrey H. Johnson)] Tone it down by:
  - 1. It adds your craft or 6, whichever is less.
  - 2. You may only use it against face-up cards and characters you land upon.
  - 3. You may not use it against foes that you land upon via teleport, etc.

This addresses most of the problems save the Crown of Command. We play that you can only take items which you can use, and since you can't use two warhorses, you can't charge someone already on the center space AND take his warhorse. You only get the charge when you enter the space.

## Centaur

Date: 26 Oct 1993

What "plains" space does the Centaur start in?

Answer Player's choice. Can the centaur use his +2 movement in the dungeon?

Answer No

Can he "outrun" his followers, as does someone using the Horse?

Answer Yes, but he can return to them next move, as with the Horse

Can he ride a horse or warhorse?

**Answer** No (this being an extension of the Q&A that suggested reasonable limits on how big an object the Mule might carry)

## Warrior of Chaos

Date: 12 July 1993

If the Warrior of Chaos is turned Good, e.g. by the Mystic, can he still corrupt other characters to Evil?

**Answer** Yes; whenever possible, it's simplest to assume 'change of alingment' has no effect on special abilities.

The Chaos Gift ability is very powerful; to tone it down, make the Warrior first pass a roll of 2D6 >= the characteristic just used in combat.

## Followers

Date: 27 October 1993 [Heli 1] The Minstrel may have an unlimited number of animal followers. [Heli 12] Creatures turned into Followers via special abilities (e.g., the Minstrel's Animal, Ghoul's undead, etc.) can be stolen like any other Followers (e.g., via Mesmerism or the Sorceress' special ability), but these followers are left face up in the space where the former owner is. [Heli 23] The Mercenary, Man-at-Arms and any other followers who add Strength do not count when firing a bow at an Enemy or another character.

Followers cannot use objects (although the Porter can carry some).

Followers that "add to strength" (e.g. Unicorn) count when opening the Portal of Power and Crypt. Those that "add to strength in Combat" don't count. (And similarly for "add to craft" and the Mines).

# Priest [Heli 2]

Date: 6 April 1992

The Priest, when he automatically destroys a Spirit in the space he lands in, does not count it as an encounter; he encounters the space as normal. The Priest has a starting Craft of 6. When the Priest is of Good alignment and is visited by the Angel, instead of the normal benefits of the card, he may choose to receive either two Strength, two Craft or a teleport to any space in the same region.

# The Bandit [Heli 3]

Date: 6 April 1992

When gold is surrendered to the Bandit, it remains there until recovered by the character who defeats the Bandit. If the Bandit card is destroyed with the Destruction spell, the gold is destroyed also.

## Spell casting restrictions

Date: 6 April 1992

[Heli 4]: The following spells cannot be played unless they are the first spell cast by the player in a given turn: Acquisition, Barrier, Craft, Destruction, Fireball, Mesmerism, Misdirection, Random, Teleport, Temporal Warp

[Heli 7]: The Counterspell, Reflection Spell and Spell Turning must be played immediately after the spell is played and before any other activity occurs. A Counterspell, Reflection Spell and Spell Turning may not be used to counter a spell cast by the same player. [Heli 9]: The Immobility and Destroy Magic Spells may be used to prevent casting of the Command Spell. In addition, a Character at the Crown of Command may not the cast the Command Spell if currently a Toad.

You need to decide on a house rule for whether Destruction can remove an Event. Some groups play yes, others no. Destruction can remove "any card on the board". So it can't destroy possessions that are off the board, on the character's sheet. We don't know why the Amulet says Destruction cannot be cast on the holder.

W.D. Bradford's group (wdb1000@cus.cam.ac.uk) allows Destruction to apply to *any* card in play, including those in characters' possession. However, this strengthens spellcasters, whom many believe to be too powerful already.

# Amulet [Heli 5]

Date: 25 March 1993

The Amulet protects the owning player from the following spells:

- 1. those listed on the Amulet card.
- 2. the following from Talisman City: Craft, Feeble Mind, Magic Shell, Mini-Vortex, Restoration, Spell Call, Spell Turning, Syphon, Temporary Change, Weakness

# Order of encounters [Heli 6]

Date: 6 April 1992

When encountering Adventure Cards bearing the same number, the player decides the order in which he will enounter them.

# Witch Doctor's curse [Heli 8]

## Date: 6 April 1992

When cursed by the Witch Doctor, the cursed player must move so as never to end his move further from than his destination than he started. If he overshoots the target, he must overshoot the minimum possible distance, i. e. may not use horse, boots or other means to increase movement. The player remains cursed until he lands directly on the Chapel (or Ruins if evil).

# Genie [Heli 10]

Date: 6 April 1992

The Genie is not a Player; hence its spell is not affected by the Magical Vortex. Likewise, the Prophetess does not get to see the spell (unless she owns the Genie, of course), and it cannot be stolen by Mindsteal or Nullify.

# Ghoul [Heli 11]

Date: 6 April 1992

The Ghoul decides in which Combat to use any of his zombie Followers. That is, they do not automatically fight in the next combat. Also, the Ghoul can NOT raise defeated Spirits (for feeding to the Vampire, say).

# Events left on the board [Heli 13]

Date: 6 April 1992

Note that some Events (Astral Conjunction, Blizzard, etc.) count, until they expire, toward the total number of cards on a Draw Cards space. This does not apply to Spells such as Hex and Barrier.

# the Idol [Heli 14]

Date: 6 April 1992 If enslaved by the Idol, you re-encounter the space with whatever effects that implies.

# "before rolling the die for movement" [Heli 15]

Date: 6 April 1992

Whenever an instruction says you may (or must) do something "before rolling the die for movement", interpret it to mean that the action takes place just before the Movement phase of the turn, regardless of whether you actually roll the die. Thus, for example, you can cast Destroy Magic during the Blizzard.

# Attacking strangers [Heli 16]

Date: 6 April 1992

Despite what the character or adventure cards may say, Strangers may not be killed by bow and arrow. The GW Q&A sheet says no one can ever attack strangers.

# Staff of Mastery

Date: 20 October 1994

[Heli 17]: When a player loses the Staff of Mastery, the Enemy under control reverts to normal and is placed in the current space.

[Heli 18]: Neither the Demon Lord nor the Dragon King may be mastered with the Staff of Mastery.

An enslaved Enemy gets used in the next combat in which it could participate; thus a Strength monster doesn't get discarded after a Psychic Combat.

# The Demon Lord

Date: 25 October 1993

The Demon Lord may not be automatically defeated with the Cross or with the Priest's Special Ability, or anything else that automatically defeats other spirits. [Heli 19, Mill 4] If the Demon Lord slays a character, what happens to their possessions?

- 1. [implication of normal "fight first, pick up cards after" rule]: Discard all such possessions; there's no way for anyone to pick them up until they've defeated the D.L and thus won the game.
- 2. Let the next character to reach the Crown of Command space pick up the items before fighting the D.L.

# **Dragon King**

Date: 17 June 1993

[Mill 4] Characters, Magical Items / followers, etc. that automatically defeat Dragons do not defeat the Dragon King. Items that add plusses for Dragons still apply, however. Thus for example [Heli 20] the Holy Lance does add 3 to the Strength of its user when fighting the Dragon King.

[Mill 6] If the Dragon King decides to eat one of your followers and you have none, you lose a life instead.

# Magic Pouch [Heli 22]

Date: 6 April 1992

The Magic Pouch may only contain 1 object. It may not contain aggregate objects, e. g. the Horse and Cart. Objects in the Pouch may not be used, they are in the Pouch. To put something into the Pouch or take something out is a transfer. Only one transfer is allowed per turn. When it is carrying another object, the Magic Pouch does not count against object carrying limits.

# Supernova [Heli 24]

Date: 6 April 1992

The Supernova causes the character to advance along the blue warp line, not the red as stated on the card.

## Loans

Date: 6 April 1992

[Heli 25]: Leaving the City (regardless of method) without repaying an outstanding loan causes the character to be turned into a toad. The Loan card is removed from the game. [Heli 34]: The Bank will loan out money only to the extent of its loan cards; when these are all out, no further loans are available.

# The Town Square [Heli 26]

Date: 6 April 1992 If simply landing in the Town Square, draw one City card unless there is one there already.

# Entering the City

Date: 6 April 1992

[Heli 27] Do not count weapons in your strength total when wrestling with the guard to obtain entry to the City. You may still count items such as the Potion and Magic Belt which confer basic strength, however.

[Heli 39] When bribing the guard to enter the city, a roll of 6 means that entry is denied.

# Leaving animals at the Stable [Heli 28]

Date: 6 April 1992

Other players may not pick up animals which you leave at the stable. If your character dies, discard any cards left at the stable.

# City offices

Date: 6 April 1992 [Heli 29]: A single character may only hold one of the City offices (High Mage, Sheriff, Champion, Master Thief) at a time. [Heli 31]: The Sheriff and the Champion may disregard any pre-existing Warrants upon taking office, but may still not discard these Warrants in the event that they later lose the position. [Heli 32] When your character holds a City office, this becomes the character's new alignment for all purposes until something (Mephisto, Mystic, Anarchist's Guild, Temporary Change) causes that alignment to change. Even if the character loses the office, he still retains the current alignment.

# Dungeon doors [Heli 33]

Date: 6 April 1992

The new dungeon door cards in the City card deck still count against the maximum two dungeon door cards which may be visible at any one time.

# The Watch

## Date: 6 April 1992

[Heli 35] The Market Day card in the City deck allows trading of items between players just as the Market Day card in the Adventure Deck does. Note however that Trading is deemed illegal in the City (without a license); thus, characters currently in the City who trade must thereafter draw a City card to check for the Watch.

If you have multiple offences in the same turn (e.g. fighting and being a Troll), you only draw once for the Watch. If you fight the watch, you draw again for the new fight, though.

# Anarchist's Guild [Heli 36]

Date: 6 April 1992

The Anarchist's Guild automatically changes the alignment of any character using its services to Neutral.

# Leaving the City [Heli 38]

Date: 6 April 1992 When you are taken to the City Gate as a result of Judgement, you are not allowed to retrieve your animals from the stables.

# Dancing Girl [Heli 40]

Date: 6 April 1992

The Dancing Girl can be used on human enemies only.

# Ninja versus Knight [Heli 43]

Date: 6 April 1992

When the Ninja fights the Knight, whoever initiated the attack has his power take precedence.

# Isn't it too easy to become the High Mage?

Date: 11 March 1993

- 1. [Heli 41] To become the High Mage, in addition to turning in a magic object, the player must roll his Craft or less on two dice. If successful, he becomes the High Mage. If unsuccessful, he must still discard the Magic Object.
- 2. [LondonTowne Gaming Gang] Donate N magic objects, then roll D6 less than or equal to the number of object donated. You can donate several objects at once, but can only make one roll per turn. If you fail you can come back later and donate more, counting both the old and the new donations toward the number you must roll.

# When you leave the Donjon, where do you go?

Date: 12 July 1993

When escaping from the Donjon, or when found not guilty:

- 1. [Heli 37] Roll a die for movement in the subsequent turn as normal, counting the Royal Castle as the first space entered.
- 2. Start in Imperial Avenue, and assume your horses (if any) have been left there (if you didn't leave them at the stable already).
- 3. When escaping (only), start in any square adjacent to the Donjon (you're escaping, after all).

# Crown of Command

From: utzig@mast.enet.dec.com Date: 17 June 1993

[Mill 1] The Crown of Command spell affects ALL players when cast, not a single player. (text

on the C-of-C conflicts w/ the rulebook..)

[Mill 2] Loss of life from the Crown of Command Spell cannot be prevented by items such as shields, armour, helmets, etc. Counter-spells may negate the C of C spell, however.

## Multi-creature cards

Date: 25 October 1993

If you fight an Enemy that consists of several creatures that you must fight in sequence (e.g. Band of Zombies), if you defeat a few before they kill you, the next time someone lands on that card, the Band is back to full strength.

## Doppelganger

Date: 25 October 1993

Fighting the Doppelganger seems always to be a straight roll-off of D6's, since the card says you fight with the same TOTAL strength, including strength from weapons, followers, potions, and so on. Things that "add craft to strength", e.g. Warhorse or Monk's ability, don't get around this - they add to your strength, and thus the D. gets the same total strength as you. The one exception \*might\* be the special ability that "subtracts your craft from your opponent's strength" which is phrased not to change your own strength, but many people regard that the D's ability overrides even that.

You can't save the D. for strength (see official answers from GW).

If the D. shows up on the same square as another tough creature, so that you get to fight "yourself" at big minuses, the best hope is to attack the Doppelganger with a missile weapon or Fireball from a different hex.

## Losing lives to creatures with special attacks

## Date: 27 October 1993

If a moster, such as the Air Elemental, does something special, such as taking you out of the city, when it defeats you, does it \*also\* drains a life first?

- 1. In the case of the Air Elemental, there's an official answer: if it takes you out of the City, you then fight a normal Psychic Combat (and similarly for the Earth Elemental).
- 2. For other cases, take your pick of interpretations:
  - 1. Yes. The only exceptions are creatures whose descriptions say "instead of taking a life".
  - 2. No. It only has the effect stated on the card.

# **Questing Knight**

Date: 25 October 1993

Why should the QN start the game with Helmet, Shield, and Armour, since you can only use

one of the three, presumably Armour, in any one combat (question 5 in the Q&A).

- 1. Treat it as another special ability, letting him use each in turn.
- 2. Treat the Helmet and Shield as Alchemist fodder.
- 3. Treat the Helmet and Shield as spares, in case someone steals the Armour.

## Characters adapted to the City board

Date: 26 October 1993

From: hkim@cs.cornell.edu (Howard Kim) and Kurt Grossman.

The Thief description dates from before the City expansion. How should he steal from shops in

the city?

- 1. Take an object at random [straightforward extension of Thief card]
- 2. [variant of Master Thief] Roll D6:
  - 1-2: Successful, take an item of choice.
  - 3-4: Successful, take a random item.
  - 5-6: Failure, lose 1 life.

The Merchant can trade with shops in the city.

The Inquisitor's victim automatically goes to the Donjon; the Inquisitor's power supersedes the

"judgement" that normally happens at the Donjon.

# The Horse

Date: 26 October 1993 From: hkim@cs.cornell.edu (Howard Kim)

The horse can "outrun" followers. Does this apply to the Hag, Jester, and Poltergeist?

- 1. No. These can never be outrun.
- 2. Yes.
- 3. Yes to the hag and jester, no to the Poltergeist. The Poltergeist prevents you from moving +3 with a Horse, so prevents outrunning.

If the player uses the +3 movement, then he/she leaves his/her followers behind unless they have horses. Certain followers like the unicorn do not seem to be logical candidates as horse riders. Should these followers have to have a horse to follow a player w/ a horse?

- 1. Strict interpretation of the rules says they can't follow.
- 2. A house rule can say these followers need not have a horse: Unicorn, Familiar, Spirits, and Animals.

# Teleporting in/out of the City

Date: 26 October 1993 From: hkim@cs.cornell.edu (Howard Kim) Since spellcasting is illegal in the city, is teleporting in/out illegal?

- 1. Draw to see if you get a Law card when you teleport in, but not out. [Kurt Grossman, Petri Maaninen]
- 2. Neither is illegal. For "out" you're not in the city at the time you would draw, and for "in" you weren't in the city when you cast the spell.

# The Siren

Date: 27 October 1993

Non-human characters generally appear to be immune to the Siren. Non-human characters added in expansions usually list "immune to Siren" as a special ability. If you're creating a nonhuman character, think about whether they should be immune.

One exception appears to be the Sprite. Consistency might suggest making her immune - but she's already quite powerful, and doesn't need to get any better!

# Snake Pit

Date: 26 October 1993 From: hkim@cs.cornell.edu (Howard Kim) The snake pit only stops those who land on it; it doesn't stop players passing it.

# **Great Portal**

Date: 20 October 1994

May a character drink the Dragon Blood (lose one life, but double your strength for one turn) and then attempt to open the Great Portal and defeat the Dragon King?

**Answer**: Yes; fighting the Dragon King is immediate after moving through the Great Portal, so is still on the same term.

# The Sentinel

Date: 20 October 1994

If a player attempts to pass the Sentinal and does not beat him it says that he remains on the space. Does he encounter the space? i.e. Pick a card if there is not one already there or fight an existing card?

- 1. No. You already made a choice as to which aspect of the space you were encountering, and decided on the sentinel.
- 2. Yes. You would encounter the space at the end of your move if you won, so why not encounter the sentinel space if you lose?

# Strengthening monsters

Date: 20 October 1994 From: wdb1000@cus.cam.ac.uk (W.D. Bradford) Monsters quickly cease to be a threat to strong characters. We've tried a number of ways to reverse this such as Double Strength Talisman, +1d6 Talisman, and the following scheme: When a monster/animal/dragon/spirit/alien is encountered, roll 1d6 and consul the table below:

- 1. Strength/craft halved (round up)
- 2. Strength/craft doubled
- 3. Strength/craft as normal
- 4. Strength/craft normal + 1d6
- 5. Strength/craft at least equal to yours (i.e doppelganger if weaker, normal if stronger)
- 6. Strength/craft *at most* equal to yours (i.e doppelganger if stronger, normal if weaker)

In all cases the normal strength value applies when enemies are kept for strength. If 1 and 6 seem too wimpy, then instead rolls of 1-3 can indicate normal strength, while 4,5,6 indicate +1d6, double, and "at least" respectively. This type of system really makes the early stage of the game tense - boars and apes are no longer "breakfast" and dragons can be truly terrifying! Even at the end of the game *any* enemy potentially poses a serious threat, and you never get to the point where picking up Adventure cards becomes a tedious (and pointless) chore.

## **Enemies that Move**

Date: 20 October 1994

Enemies that move after combat, such as the Berserker and Vampire Bats, don't encounter the character(s) they land on.

## The Zulu

Date: 20 October 1994

If the Zulu routs a character, the character does not encounter the space to which s/he is routed (by analogy with the Satyr's panic).

## The Familiar and Extra Spells

Date: 20 October 1994

If the Philosopher has the Familiar as a follower, how many spell cards does he draw before

deciding which one he wants?

- 1. 4. His special ability gives +1 and the Familiar's gives +2, for a total of +3.
- 2. 3. This is the maximum of his own ability and the Familiar's.

What happens to the extra cards?

- 1. There's an official answer: the top of the spell draw pile.
- 2. Some people play that you discard them.

## **Unwanted followers**

Date: 20 October 1994

Several mechanisms let you get rid of normal followers: you can outrun them with the horse, the Dark Elf can drain their lives, the Saracen can enslave them. Do these apply to the "unwanted" followers: hag, jester, poltergeist?

- The horse was handled above: you can choose whatever rule you like.
- No; these uses of special abilities would make those characters immune to the unwanted followers.

# **Talisman 2nd Edition Official Answers**

Date: 4 January 1993

From: 11366ns@hogpa.ho.att.com (Nick Sauer)

Nick Sauer (11366ns@hogpa.ho.att.com) send a list of questions to Games Workshop and got

back the following answers; they should be considered as official as anything gets until GW

publishes another Q&A sheet.

- Talisman
- Expansion Set
- Adventure
- Dungeon
- Timescape
- City
- Combat vs Psychic Combat

## Talisman

## Characters

 Can the Sorceress use her fourth special ability to take a follower that is an Enemy: Monster? (e.g. Could she take a Goblin from the Hobgoblin?) Answer: No

## Spells:

2. Can Mesmerism be used to take a follower that is not normally a follower? **Answer:** No

## Adventures:

3. If a Character draws the Raiders while in the Oasis does he get to pick up all of his equipment assuming he doesn't lose his turn and defeats all Enemies in the Space (the Raiders card says that the Character's possessions are placed in the Oasis immediately)? **Answer:** Yes

## **Expansion Set**

## **Adventuers**

1. Does the Astral Conjunction stay on the space it was drawn in until it is over (like the Blizzard does)?

Answer: Yes

- 2. Doppleganger
  - When a Character defeats the Doppleganger, does he get to keep him to trade for additional Strength later? Answer: No
  - 2. If you use the Staff of Mastery on the Doppleganger what value is used for its strength in the next Combat you fight? Is it equal to:
    - a) Your Strength at the time you absorbed it with the Staff.
    - b) Your opponent's Strength in the next Combat you use it in.

#### Answer: b

- 3. Does the Patrol return Characters to:
  - o a) Their Starting Space as listed on that Character's Card.
  - b) The space that they started that Turn from.

#### Answer: a

4. May Taxation be Evaded (as it has a figure on the card)? **Answer:** No!

## **Adventure**

### Characters

1. In the first Q&A sheet you specified that the Centaur DOES get to keep Enemies killed with his bow for Strength gains. However, the Samurai, Archeologist, Space Marine, or any Character using the Archer Follower DO NOT get to do this. Does the Centaur get to keep Enemies killed with his bow?

Answer: The first Q&A sheet is wrong. The Centaur does not get to keep the enemies for Str.

## Adventures

- 2. Familiar
  - A) How does the Familiar work? Once you give him a life and gain two Craft do you:

- a) Immediately draw three spells and choose the one you want.
- b) Draw three spells and choose one whenever you gain a Spell?

### Answer: b

- $\circ$  B) In either case, do the two unchosen Spells go to:
  - a) The discard pile.
  - b) The top of the Spell Draw Pile.

#### Answer: b

- 3. If you defeat a Character who owns the Golden Statue do you:
  - $\circ$  a) Have to take the statue.
  - o b) Take the statue only if you force the other Character to lose a Life.

### Answer: a

## Dungeon

## Cards:

 May a Character strike the Gong (and thus place it on the discard pile) even if there are no other Characters on the Dungeon Board? Answer: Yes

### **Rules:**

- 2. When a Character enters the Dungeon he must discard any Horses, Horse and Carts, or Warhorses that he has. Does he:
  - a) Leave them on the Space that he entered the Dungeon from (as with entering the Timescape).
  - b) leave them on the Dungeon Entrance Space.
  - c) Place them on their appropriate discard piles.

Answer: a

## Timescape

### Characters:

- Under the Archeologist's second special ability it says he may add one to his die roll on the Planetfall Space of the Timescape board. Is this supposed to read the Deathworld Space (as you don't roll a die on the Planetfall Space)?
   Answer: Yes
- Can the Astronaut replace any of the Objects listed under his first Special Ability if there are none left in the Timescape Purchase Deck?
   Answer: No

 If the Scientist uses his second Special Ability to repair the Ancient Artifact does it add four to his Strength in Combat?
 Answer: Yes

## Cards:

4. If a Character defeats all of the Orks, can he keep them for additional Strength (they are an Event)?

Answer: No

- 5. If a Character with equal base Craft and Strength encounters the Sun Worm, does he roll randomly to determine which the Worm attacks (as per the Chinese Dragon)? Answer: Yes
- 6. A) If a Character encounters the Warp Storm, does the turn that he drew it count as his lost Turn (as per the Talisman rules section 15:4)?B) If not, and he is on Planetfall, does he still get to encounter both Timescape Cards drawn?Answer: He encounters any other cards and misses his next turn.

## City

## Characters:

1. For the Valkyrie's fourth Special Ability, who are human Enemies? **Answer:** 'Pure-strain' humans only (no orks, elves, etc.).

## Special Characters:

- 2. If a Character becomes one of the Special Characters does he keep his original Character's Special Abilities as well (it is not explicitly stated whether he does or not in the City rules)? **Answer:** Yes
- 3. For the King's Champion's last Special Ability, should Outlaw and Raiders be replaced with Bandits?

Answer: Yes

- 4. Can the Sheriff use his fifth Special Ability, to teleport to any Space in the City:
  - a) From any other board (e.g. can he teleport from the main board, Dungeon, or Timescape to any Space on the City board).
  - $\circ$  b) Only while on the City board.

Answer: b

## Adventure Cards:

5. After the Air Elemental has moved itself and the Character encountering it to one of the two fields Spaces, must the Character then fight a Psychic Combat with it? **Answer:** Yes

1SW 6.

A) If a Character who draws Conscription opts to defeat another Character in Combat and fails to do so (either due to lack of other nearby Characters or he loses the Combat) does he get to choose one of the three remaining options to avoid Conscription?
 Answer: No

- B) If a Character loses three turns, does the Turn that he drew Conscription on count as his first lost Turn (again, as per rule 15:4)?
   Answer: Yes
- 7. Will the Cutpurse become a follower of a Character who is the Master Thief? Answer: Yes
- 8. If a Character uses the Dancing Girl to Evade an encounter does she:
  - a) Stay on the Space that the Character used her in.
  - b) Go to the discard pile?

### Answer: b

9. Should the Dog be a follower rather than an object (like the Dog in the Dungeon Cards)? Answer: Yes

10.

- A) If the Dragon Master captures a Dragon for you, does the Dragon increase your carrying capacity to that of the Anti-Grav Platform or Horse and Cart (the Dragon Master's Card seems to imply this)?
  - Answer: Yes
- B) Will the Dragon carry a Warhorse? Answer: No!!
- 11. If a Character with the Druid enters the Timescape, City, or Dungeon does he:
  - a) Leave the Druid in the Space that he entered from.
  - b) Is the Druid discarded.

### Answer: b

12. If the Earth Elemental moves a Character to the Dungeon, must the Character then fight a Psychic Combat with it?

Answer: Yes

13. If a Character encounters Employment, does the Turn he drew it on count as his lost Turn (again, as per rule 15:4)?

Answer: Yes

14.

• A) If a Character loses to the Fire Elemental does he lose any Objects on a Horse and Cart?

Answer: Yes

- B) If so, does he lose the Horse and Cart, also? Answer: Yes
- C) If a Character loses to the Fire Elemental does he lose any Objects on an Anti-Grav Platform?

Answer: Yes

• D) If so, does he lose the Platform, also?

### Answer: Yes

- 15. If you defeat the Gambler, do any unclaimed objects:
  - $\circ$  a) Stay on the board.
  - b) Go to their respective discard piles.

### Answer: b

- 16. If the Ghoul (Enemy: Monster), taken as a follower by the Ghoul Character, is used in Psychic Combat, and loses, is it placed on the discard pile? Answer: Yes
- 17. If a Character is Lost, does the Turn he drew it on count as his lost Turn (again, as per rule 15:4)? **Answer:** Yes

- 18. If a Character with an Urchin leaves the City, does he:
  - a) Leave the Urchin in the Space that he left the City from.
  - b) Discard the Urchin.

### Answer: b

19. Does War remain on the City Gate for the rest of the game?

Answer: Yes

20.

- A) Will the Watch arrest a Toad (for having no Gold)? **Answer:** No
- B) Similarly, if a Character is turned into a Toad while in the City does he have to draw for the Watch at the end of each of his Turns as a Toad (for having no Gold)? Answer: No
- 21. If a Character loses to the Water Elemental, does he:
  - $\circ$  a) Choose which follower to lose.
  - b) Roll randomly.

### Answer: b

## Board:

- 22. When a Character uses the Enchantress Space to enter the Timescape, does he:
  - a) Roll two dice under his starting quota of Craft and Strength (as per the Timescape rules).
  - o b) Roll two dice under his current quota of Strength and Craft (as stated on the Space)?

### Answer: b

## **Rules:**

23. Can a Toad rob the Bank?

Answer: No!!!

24. As the rules are currently written, a Character with a Warrant does not have to draw for the Watch at the end of his Turn while in the City (having a Warrant does not violate any of the statutes of the City). Is this correct?

**Answer:** Yes it is. Breaking the law causes a 'hue & cry' which may bring the watch. Simply carrying a warrant will not (though you may encounter them normally).

- 25. If a Character with a Warrant is defeated by another Character in Combat, that Character can opt to move the defeated Character to the Donjon Space on the City board. Does this work:
  - a) While Characters are on the City board, only.
  - o b) While Characters are on the Dungeon or main board, also.

### Answer: a

26. If a Character rolls poorly for judgement, and is forced to make an escape, does he still retain his Warrant even though he rolled for judgement?

Answer: Yes

27.

A) If a Character draws a Horse, Warhorse, or Horse and Cart from the Adventure Deck, does he replace it with the appropriate Purchase Card (as per rule 20:1)?
 Answer: Yes

- B) If this is the case, does any Character who draws an Adventure Card of an item that is not currently in the Purchase Deck get nothing?
   Answer: Yes
- 28. Finally, when a Character enters a City location he must leave any Mules, Horses, Horse and Carts, Warhorses, or Dragons on the Street Space outside of the location. On his next Turn may the Character:
  - a) Move back to that Space automatically and reclain his Objects (as a person with the Horse may reclaim followers).
  - b) Must he roll for movement normally.

Answer: a

# **Combat vs Psychic Combat**

From: sh666@selway.umt.edu (Scott Hensley)

Date: 27 October 1993

During a debate on whether the term "Combat" (sometimes) included "Psychic Combat", Scott

reported:

I wrote GW about his very exact same question (the 'Combat', 'Psychic Combat' distinction). Their reply was as follows...

'Combat always refers to Strength based combats... Psychic Combat always refers to fights using Craft. They should never be mistaken.'