



*The following is a composite of all rulings used in the Talisman Advanced tournament game. Black font represents original GW rules, blue are additions from fan expansions expanding or changing GW rules, and red are rules adapted for the advanced play and errata that has resulted from these rules. Rules that are outdated or are irrelevant based on new expansions have been eliminated for easier reading. Any ruling that has been added within the past year is highlighted in yellow to make reference easier for players familiar with this text.*

***LAST UPDATED: JUNE 2006***

***INDEX***

|   |    |
|---|----|
| Setting up -                                    | 02 |
| Rules Concerning Characters -                   | 03 |
| 1: Strength -                                   | 03 |
| 2: Craft -                                      | 04 |
| 3: Gold -                                       | 05 |
| 4: Lives -                                      | 06 |
| 5: Objects -                                    | 06 |
| 6: Followers -                                  | 08 |
| 7: Alignment -                                  | 09 |
| 8: Special Abilities -                          | 09 |
| 9: Spells -                                     | 10 |
| Rules Concerning General Play -                 | 11 |
| 10: Character's Turn -                          | 11 |
| 11: Movement -                                  | 12 |
| 12: Claiming Face Up Cards -                    | 18 |
| 13: Encounters In Middle And<br>Outer Regions - | 18 |
| 14: Encounters In Inner Region -                | 22 |
| 15: Adventure Cards -                           | 23 |
| 16: Combat -                                    | 24 |
| 17: Psychic Combat -                            | 26 |
| 18: Evading -                                   | 26 |
| 19: Curses -                                    | 26 |
| 20: Utilities And Advanced Characters -         | 27 |
| 21: Winning -                                   | 29 |

## SETTING UP:

### CHARACTERS:

Shuffle the Character Cards and deal **the deck until there is an odd remainder of cards**, face down, to each player. **The remaining Character cards are left out of play.** Each player then **decides which Character to use first and places that Card face up on the appropriate space on the Player mat.**

### PURCHASE:

Every Player is dealt one random Purchase Card. **No Pulled Object may be used at the beginning of the game—re-deal any Pulled Object dealt to a Player.** All Rome and Timescape Purchase Cards are not available as start Cards.

Once all Players have received their starting Purchase Cards, **5 Purchase Cards are dealt to each board location with the Merchant Gold-Bag symbol.** If the Card dealt to the Merchant does not match the sub-type that the Merchant deals in, return the card to the Purchase deck. **The remaining Objects constitute the Merchant's starting stock and Players must go to that Merchant to be able to Purchase that specific Object.**

### STAND UPS:

Each player takes the Playing Piece Card corresponding to **the chosen** 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. **If a Character's Starting Space is also a board (Village, Tavern, City, etc.), the Player chooses to start on either the main board Space or the entrance Space of the board.**

### PLAYER MATS:

Place a Character Sheet or Playing Mat on a suitable flat surface beside the game board. **Each Player stores their relevant cards and counters in the appropriate sections of the Sheet.**

### COUNTERS:

Each Player receives Strength counters equal to the Starting Strength for their Character. **It is recommended that dice are used to mark all such counters. Avoid using 6-sided dice to avoid confusion between your statistical dice and those used to roll for Movement and Combat. Whatever is decided upon to use as markers should be placed alongside the Character Card on the corresponding space.** The same is done for Craft. Each player then receives a total of 4 Lives and 1 Gold each which should be placed accordingly.

### SHUFFLE:

The Adventure Cards are shuffled and placed face down beside the board. These form the Adventure stock pile. **Likewise, all expansion Cards are shuffled and placed near the corresponding expansion board to form the expansion stock piles.**

### SPELLS:

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.

#### OTHER CARDS:

All Utility Cards and Purchase Cards are placed face up on the table in convenient to reach individual piles. Utility Cards are the Cards that are not shuffled or drawn from but instead act as reminders of events as your Character goes through the world of Talisman. Examples of Utility Cards are Alignment Change, Warrants, Citizenship, etc.

#### DETERMINE FIRST PLAYER:

Players decide by dicing or any other means to decide which player will have the first Turn. Players 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 boards, 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 other Characters in the space they land in or follow the instructions on the Space. The instructions are often to draw Cards. These 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 center of the board to try and reach the Crown of Command Space to discover what fate awaits them.

Play is quite straight-forward. 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 rules is given in brackets for cross-reference.

#### OBJECT:

The object of the game is to reach the Crown of Command Space in the center of the Main Board and then, Encountering the Ending Card randomly placed there and ultimately to force the other Players out of the game. Players should first adventure in the Outer and Middle Regions to build up their Strength, Craft and 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 Space.

#### RULES CONCERNING CHARACTERS:

##### 1: STRENGTH:

Strength represents a Character's power, stamina and fighting ability. It is used in Combat (16:

1-10) and to overcome certain obstacles that may be Encountered during the game.

1:1 Strength Counters are **used to reflect a Character's base Strength**. Strength gained from Objects, Magic Objects, or Followers is not recorded by Strength Counters but is added to the Character's Strength when required or allowed.

1:2 LOSING STRENGTH:

When a Character is required to lose Strength, Counters are changed or removed accordingly.

1:3 **When a Character's Strength drops below the starting Strength quota, this reflects that the Character is dying or sick. If the Strength of a Character ever reaches 0 that Character loses 1 Life at the beginning of every Turn until the Strength is returned to 1 or more.**

1:4 GAINING STRENGTH:

A Character may gain Strength by cashing in any **Enemies** (15:5) killed in Combat. When any of these are Encountered and killed that Character **places markers in the Experience box on the Player Mat equal to the Strength of the defeated foe. Once the Experience reaches 10 in Strength Experience points, those points are immediately cashed in to raise the Character's Strength by 1. Excess 'change' from the cashing in is kept for future Strength upgrades.**

1:5 Strength points may also be gained as a result of Encounters.

1:6 CHARACTER'S TOTAL STRENGTH:

A Character's **total** Strength at any time is the total of Strength Counters plus any Strength gained from Followers and Objects that may be used at that **specific** time.

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 determines how many Spells he may have **and how effectively those Spells may be cast.**

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

2:2 LOSING CRAFT:

When a Character is required to lose Craft counters are removed accordingly.

2:3 **When a Character's Craft drops below the starting Craft quota, this reflects that the Character is struggling with mental illness or fever. If the Strength of a Character ever reaches 0 that Character loses 1 Life at the beginning of every Turn until the Craft is returned to 1 or more.**

2:4 GAINING CRAFT:

A Character may gain Craft by cashing in any Spirits (15:5) killed in Psychic Combat. When any of these are Encountered and defeated that Character places markers in the Experience box on the Player Mat equal to the Craft of the defeated foe. Once the Experience reaches 8 in Craft Experience points, those points are immediately cashed in to raise the Character's Craft by 1. Excess 'change' from the cashing in is kept for future Craft upgrades.

### 2:5 CHARACTERS' TOTAL CRAFT:

A Character's Craft at any time is the total of Craft Counters plus any Craft gained from any Followers and Objects that may be used at that time.

### 2:6 NUMBER OF SPELLS:

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

Character's Total Craft: 1 2 3 4 5 6 or more

Max. Number of Spells: 0 0 1 2 2 3

Some Objects and Followers may allow for more Spells to be at the Player's disposal and do not count against the limit of memorized Spells a Character may have.

2:7 All Characters may have Spells if their Craft is sufficient to permit any or have Followers or Objects that carry Spells for the Character. Only those Characters whose Special Ability allows them to start the game with any Spells do so. Otherwise, Spells are 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.

### 3: GOLD:

Gold allows a Character to Purchase Objects and pay for services. A Character's wealth is recorded by placing Bag of Gold Counters beside the Character Card on the appropriate Playing Mat location. Each Counter represents 1 Bag of Gold. Gold will 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 removed from the Players Playing Mat and are 'discarded'—Gold is not left on a space or card accepting payment unless otherwise stated.

3:4 Any gold received from any source other than another Player is taken from an unseen stock of Gold counters—it is not removed from any Character or Encounter in play that currently has

## Gold.

3:5 Gold Counters do not count with regard to the 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. Character's Lives are recorded by placing appropriate Life Counters beside the Character Card.

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

## 4:2 LOSING LIVES:

When a Character is required to lose Lives, counters are removed accordingly.

Followers may be used to satisfy lost Life only if the Follower, special ability, or the card causing the lost Life says this may be done.

## 4:3 LOSING ALL LIVES:

Any Characters that lose all their Lives are dead. The Playing piece is removed from the board. All the Character's Objects, Followers and Gold are placed on the Space where the Character died. The Character's Spell cards are placed on the Spell discard pile. The character card is placed with the unused character cards and may not be brought back into play through any means. The player whose Character has died starts again next turn with a new Character chosen from the Character Cards dealt to them at the beginning of the game. The exception to this rule is if no Character has yet reached the Crown of Command Space during the game. If any Character has reached the Crown of Command Space, and drawn an Ending Card, any Player whose Character dies is out of the game.

## 4:4 GAINING LIVES:

Lives are gained as the result of Encounters or Healing. Lives gained are taken from stock.

4:5 There is no limit to the number of Lives a Character may have.

4:6 Healing – Healing can never restore a Character to more than 4 Lives. However, anytime an Encounter states that a Character Gains more lives, and not Heals, the Lives gained may go above the Starting Quota. This is a rare event, though.

## 5: OBJECTS:

During the game, Characters will acquire Objects as the result of Encounters. Objects in a Character's possession are placed in various places on the Player's Mat.

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 Encountered.

### 5:3 LIMIT TO NUMBER OF OBJECTS:

No Character may carry more than 4 Objects, not counting Gold, as long as their Encumbrance will allow it. Pack Animals and Objects such as a Pack will add to this limitation. Player's may also Equip Objects which do not count toward the 4 Objects that are being carried in their arms (5:6).

5:4 A Character may ditch an Object at the beginning or end of their Turn by leaving it face up in the Space they occupy.

5:5 Any Character acquiring more than 4 Objects, and cannot Equip them (5:6), must decide which to keep. The remainder are immediately placed face up on the Space which the Character occupies.

### 5:6 EQUIPPING

The 4 Objects in a Characters Object space on the Playing Mat are considered Equipped. Any Object that is worn is placed on the Equipped spaces on the far left of the Mat (Titled Head, Hands, etc.) are also Equipped. Readied and Equipped Objects may be used at any time. If an Event or other Encounter happens during a Player's turn, only the Objects Equipped will aid the Character at that time. Objects inside a pack or carried by a Pack Animal cannot be made use of.

5:7 To wear an Object the Object must have a word at the bottom of it's text in all-caps that matches a word on the far left portion of your Playing Mat. For example, a Helmet will say HEAD on it meaning that it may be placed on the HEAD space of the Playing Mat.

5:8 You may not Equip an Object in a space that is already holding an Object. For example, a Helmet and a Hat may not be worn at the same time. In situations like this, one of the Objects must be dropped or placed on a Pack Animal.

5:9 Objects that have are meant to be worn and have an all-cap word in their description can be placed in the 4 Object readied area of the Player Mat. However, when placed into the Readied area they are not considered to be Equipped properly and may not be used during Encounters. A Character may not excuse himself from the Dragon in order to put on his Armour before the Enemy attacks. They must be worn in order to be made full use of. Characters may wish to carry unusable Objects in order to trade or sell it later.

5:10 An exception to the all-cap rule is an Animal or Pack Animal and Pulled Objects. Pack Animals are set to the side of your Objects and do not count toward any limitations. Pack Animals are treated similarly to Followers (6:1) but are targeted by Events and other Encounters as though they were Objects. You must have at least one person per Pack Animal in your group, counting

yourself. If you have 2 Mules, for example, you must also have at least 1 other Follower to help handle the cantankerous beasts.

5:11 If at any time a Pack Animal or Pack that is carrying another Object is lost, the Object(s) on the Pack Animal or Pack are lost with it. The Characters in the world of Talisman are very adept at tying knots.

#### 5:12 ENCUMBRANCE:

The Encumbrance rating represents the amount of weight a Character can hold. This is to signify that carrying 4 rings is not the same as carrying 4 suits of Armour. To find a Character's Encumbrance rating take the base Strength of the Character and subtract 1. This is the Character's Encumbrance rating. The rules for Encumbrance are reprinted on the Player Mat for easy reference.

5:13 Objects have a weight value at the bottom of the text in red. This number is how heavy an Object is. The total weight of all Objects in the Readied area cannot exceed the Encumbrance rating of a Character even if there is still space in the 4 Object carrying limit. If at any time it does exceed, the Player MUST drop Objects until the Encumbrance is equal to or lower.

5:14 Objects that are worn do not count toward Encumbrance. It is important to wear Objects if at all possible to avoid having to discard them due to not being able to carry them.

5:15 Objects that are in Packs that are being carried in the Readied area add to the weight that the Character is carrying. Objects in Packs that are worn, do not add to the weight that the Character is carrying.

5:16 Some Objects and Followers add to a Character's Encumbrance rating. This is a constant and is lost when the Object or Follower is lost.

#### 6: FOLLOWERS:

During the game, Characters will acquire Followers as the result of Encounters. All Followers accompanying a Character are kept on the appropriate space on the Player Mat.

6:1 All Followers accompanying a Character must be kept face up.

6:2 A Character may have any number of Followers as long as the Leadership rating is not exceeded (6:5).

#### 6:3 LOSING FOLLOWERS:

Any Followers that are killed must be discarded.

6:4 A Character may ditch a Follower at any time by leaving it face up in the Space the Character occupies and sending nasty taunts in their general direction.

## 6:5: LEADERSHIP:

The Leadership rating reflects a Character's ability to handle and lead large groups of Followers. To find a Character's Leadership rating, take the base Craft of the Character and subtract 1. This is the Character's Leadership rating. The rules for Leadership are reprinted on the Player Mat for easy reference.

6:6 Followers have a Leadership value at the bottom of left in blue. This number reflects how independent or troublesome the Follower is. The total Leadership of a Character's Followers may not exceed the Character's Leadership rating. If at any time it does exceed, the Player **MUST** ditch Followers until the Leadership is equal to or lower.

6:7 While Pack Animals are treated as Followers, they are in fact Objects and therefore do not fall under the Leadership rules. That's what harnesses are for.

6:8 If a Follower does not have a Leadership number it is considered to be 0. Some Objects or Events allow for Strangers or Enemies to become Followers—these special Events do not count toward Leadership either.

6:9 Some Objects and Followers add to a Character's Leadership rating. This is a constant and is lost when the Object or Follower is lost.

## 7: ALIGNMENT:

Each Character has an Alignment—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.

### 7:1 CHANGING ALIGNMENT:

When a Character changes Alignment, an Alignment change Card is taken and placed beside the Character Card **in the appropriate space on the Playing Mat** 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 is discarded or flipped to reflect this.

7:2 No Character, including the Druid, may change Alignment more than once in any Turn.

7:3 If a Character possesses any Objects **or Followers** not permitted by their new Alignment, they must be immediately dropped or ditched.

## 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.

**8:2 Any Special Abilities obtained through 2<sup>nd</sup> and 3<sup>rd</sup> Level Character's are in addition to the Special Abilities already possessed (20:4).**

## 9: SPELLS

The effect of each Spell, when it can be cast, **the casting difficulty and the Blunder effects are detailed on each individual Spell Card.**

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). **If a Player is instructed to draw Spells when their Character is already at it's maximum, the Player must discard any unwanted Spell Cards all at one time before drawing the new ones. A Player may choose not to draw the new Spells if satisfied with the Spells already possessed.**

### 9:4 GAINING SPELLS:

Spells are 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.

### 9:6 CASTING SPELLS:

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 Enemies or Spirits, can only affect those in the Region that the caster is currently in.(14:4, Reference Sheet). **Characters in the Timescape cannot affect or be affected by Spells even if in the same space. Character's in the Dungeon can only affect or be affected by Character's that are also in the Dungeon.**

### 9:8 THE COMMAND SPELL:

For most situations, the Command Spell acts just like a Spell card **but is not subject to casting and Blunder rules (9:9).** If the Ending card is the Crown of Command, players affect all Players on the table with the Spell with the exception of the Dungeon and Timescape. While players are in these locations the Spell has no way to affect them.

### 9:9 DIFFICULTY RATING AND BLUNDERS:

**Being a Spell caster is hard work. You have to study long and hard to achieve the skills needed for**

this difficult art. To simulate a Spell Caster's true abilities, Spells have difficulty ratings. When a Player wishes to cast a Spell that is not attached to an Object or Follower, they roll 1 die and add the result to their Craft. If the result is higher than the Spell's casting cost, the Spell is carried through as described on the card. If the result is equal to or lower, the Spell's Blunder text is read instead, usually meaning for backlash to the Caster.

9:10 Once a Character achieves a Craft of 9, they have become a powerful Sorcerer able to Cast Spells at whim. When this level is achieved, Spells automatically succeed.

#### 9:11 SPELL TIMING:

Spells may be cast as described on the card. However, Spells are very draining. Character's casting Spells must take time to gather back their Strength. Because of this, only 1 Spell may be cast per each Player's Turn. Spell's can still be cast on other Player's Turns but only one Spell for each other Player including the Spell Caster's Turn.

9:12 Character's able to redraw up to a certain number of Spells do so only at the beginning of their Turn.

### RULES CONCERNING GENERAL PLAY

#### 10: CHARACTER'S TURN

A turn consists of the management and events surrounding a Character. Once the die is passed it signifies the end of a Turn and the Player passing the die can no longer make changes or take anything back.

10:1 Each Character's Turn consists of **three** parts in this order:

**I: Organization (Part 1)**

**II: Movement**

**III: Encounters**

**IV: Organization (Part 2)**

10:2 At the end of player's Turn, play passes to the next player to the left.

10:3 The Organization phase of a Turn happens before anything else happens and at the end after everything has happened. This is an important phase for Player's to reorganize Objects and Followers. Objects can be Equipped or Readied, Unequipped, or put onto (or taken off of) a Pack Animal. Because of this, Encounters that occur on a Turn can only be affected by the properly Equipped Objects and Followers. Players should also calculate their Encumbrance and Leadership rating to ensure that Objects and Followers can be properly maintained. The end of the Turn allows a Player to reorganize Cards once again to prepare their Character for possible Encounters with other Character's during other Player's Turns.

10:4 The moving of Objects and Followers during other Player's Turns or during your Turn after the die has been rolled for Movement but before all Encounters have been resolved, is not

allowed.

## 11: MOVEMENT

### 11:1 MOVEMENT IN THE OUTER AND MIDDLE REGIONS

The Character rolls the die to determine how many Spaces **must be Moved**. (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 Region (11:14)

### 11:3 MOVEMENT IN THE INNER REGION

The die is not rolled for Movement. Characters can Move only 1 Space per Turn **and must Encounter each space they come to**.

11:4 The Encounter instructions on each Space must be completed before a Character can Move on.

### 11:5 TURNING BACK

**While in the Inner Region**, a Character may decide at any time to Move back towards the Plain of Peril. **The Character is placed on the Plain of Peril, but is tipped to symbolize that the next Turn is lost. After the next Turn is lost, the Player must roll the die for Movement and Move out into the Middle Region. After this Turn the Character may re-enter the Inner Region at any time.**

### 11:6 CROWN OF COMMAND SPACE

The Crown of Command **space** 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) **and Encounters the Ending Card**.

### 11:8 MOVEMENT BETWEEN OUTER AND MIDDLE REGIONS

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.

### 11:10 SENTINEL SPACE:

Characters may cross the **stair** in either direction. **To Move up the stair, a Player must first land on the Space and then defeat the Sentinel**.

11:11 The Sentinel attacks a Character each time they attempt to cross the **stair** 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 enter the Middle Region. Characters defeated by the Sentinel lose 1 Life and must end their Move. Characters in a Stand-off with the Sentinel do not lose a Life but must end their Move.

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, **Characters climbing up or down the stairs from the Far Outer Region**, and Characters who end their Move on the Sentinel Space to draw a Card.

11:14 When passing from one Region to another, Characters may change the direction of their Move upon entering the new Region.

11:15 RAFT:

Any Character wishing to cross by Raft must either build one or acquire one as the result of an Encounter or Purchase.

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 **who is also in a Space next to the Storm River** 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 **for Movement**.

11:19 A Raft can never be left behind. Whether or not it is used, it must be placed on the **appropriate** discard pile. **To carry a Raft, it is a Pulled Object and requires the appropriate Pack Animals to keep it. If the Raft is acquired at a Dock/Wharf it may not be taken with the Character and is lost as soon as the Ocean Space or Dock/Wharf Space is left. Some Dock/Wharf Spaces will take the Raft to sell as part of their inventory.**

11:20 MOVEMENT BETWEEN MIDDLE AND INNER REGIONS:

The Portal of Power connects the Portal of Power Space to the Plain of Peril Space.

11:21 THE PORTAL OF POWER:

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 **ends on the Portal Space**.

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 **and they must attempt again next Turn**.

11:25 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. This is only if a Player is moving from the Plain to the Portal, not if they are retreating (11:5).**

#### **11:26 PACK ANIMALS AND PULLED OBJECTS:**

If an Object has an all-cap description of **PULLED** in its text, it is a very large and difficult to carry Object. It cannot be added to your Character's regular inventory as a Readied, Equipped, or carried Object. All Pulled Objects list in the text the number of Pack Animals needed to pull the Object.

11:27 When a Pack Animal is used to pull an Object it can no longer be used to carry individual Objects. Place the Animal on top of or next to the Pulled Object to show that it is now assigned to pulling it.

#### **11:28 EFFECTS ON MOVEMENT:**

Pulled Objects and Pack Animals have a definite to Movement. If a negative or positive number is listed as a Movement effect, this number must be applied to all your Movement rolls. If a Player has too many Pulled Objects and Pack Animals, it can result in Moving 0 or less per Turn. When this happens, a Player **MUST** leave behind enough Objects or Animals until the Movement is at least 1. As long as the roll for Movement is positive, all Objects and Animals may be kept as is.

An exception to the Movement bonus is in Rome, where the busy streets allow Pack Animals and Pull Objects but not the Movement bonuses may not be used, however, Movement penalties must still be acknowledged.

11:29 When using an Animal for Movement, all other Animals, Pull Objects, and Followers must be able to keep up. If they are not able to, they are left behind in the Space where the Movement started. In order to calculate whether these Objects and Followers can keep up, look at any individual Movement changes. The card with the lowest Movement ability is the greatest a Character can move. Follower can be assigned other Pack Animals (such as Horses) to keep up with Character's riding Horses of their own. In this case the slowest Horse sets the maximum Movement.

*Example 1: You have a Stallion and the Porter who you've given a Nag. Also, you have 2 Mules that are pulling a Catapult. The Mules have no effect to the Movement as they are Movement 0. The Catapult, however, is very heavy and causes a -2 to Movement. Together, the Mules and the Catapult cause a -2 to your die roll. The*

*Porter is riding the Nag which adds 1 to your die roll and you are riding the Stallion which adds 4. You roll a 6. Because the Catapult and Mules are -2 to Movement, you must Move 4 spaces. However, you can leave them behind bringing your die roll back up to 6. This now gives you the option of moving the full die roll plus you could add on the Nags bonus of 1 which now allows you to choose to Move 6 or 7 spaces. On top of that, you could leave the Nag behind as well which allows you to take advantage of the Stallion's ability which now gives you the option of Moving anywhere from 6 to 10 Spaces!*

*Example 2: Take the same situation described above but imagine you rolled a 1 instead. The 1 Movement plus the -2 from the Catapult means you are now Moving 0 or less Spaces. This is an illegal Move and you are now forced to discard the Catapult. If you had rearranged things during your Organization phase, you could have assigned the Stallion and Nag to the Catapult giving it a +3 (+1 +4 -2) Movement. This takes away the ability for your Character and Porter to keep up with it and the decision to Move further than the die roll, but it does allow you to Move the full die roll of 1 without losing any of your Objects or Followers. However, since such rearranging was not done, the Catapult MUST be left on the Space where Movement was started.*

### 11:30 EXPANSION BOARDS:

At the end of these rules is an Appendix that lists rules for expansions in slightly more detail. Most boards consist of rolling the die and moving in either direction similar to Movement on the main board Outer and Middle Regions. However, some have Movement in one direction, some have only Encounters and some have Movement based on a roll chart. Check the board's special instructions to confirm the needed Movement rulings.

### 11:31 DOORWAYS

Some supplements require Doorway cards to enter the board that the expansion represents. When a Doorway card is drawn from the Adventure deck or another expansion deck, it is treated as a Place Card and placed face up on the Space where it was found. Boards with a Doorway entrance are Dungeon, Desert, Timescape, Vampire's Keep, Mountain Pass, Forest Vale, and Rome. The Desert, Forest Vale, and Mountain Pass have both a Doorway entrance and an entrance by Space Movement (11:35).

11:32 To enter a Doorway, you must first land on a Doorway Card.

11:33 On your next turn you may move onto the Entrance space of the matching board. You must stop there and then roll the die for Movement onto the new board, with the exception of Rome in which Citizens may immediately move to the Entrance, ignoring the wait rule to stay in the Entrance Space. Entering a Doorway is optional and a Player may choose to continue moving on the main board.

11:34 Pack Animals may not be taken into the Dungeon, Timescape, or Vampire's Keep. A Player must leave such Cards and all Cards carried by them on the same Space as the Doorway. In both the Mountain Pass and the Forest Vale, all Pack Animals with a Movement Rating have their Rating reduced by 1.

11:35 The Village, City, and Tavern are accessed by way of the Main Board. Island is accessed by any Wharf or Dock space that allows Movement to Dockland. When landing on the relevant

Space (All with matching names with the exception of Desert which shares the space 'Oasis'), Players may on the next Turn, in place of Movement, enter the matching board by placing the Character on the Entrance. If any requirements are necessary on the entry Space, the Character must face these requirements as their Encounter for the Turn.

11:36 In the case of Island, a Player must first buy a Ship Object Card at Dockland or another Wharf/Dock Space before setting out on the ocean. If a Ship is lost or a Player cannot meet the price before setting off, they must choose to return to another Dock or Wharf space as their Movement for the Turn.

11:37 The Oasis is the same Space as the Oasis in the Desert. The Village Space is the same Space as the entrance to the Village. Players may landing on these Spaces must face any Cards or Characters in both Spaces. When drawing Cards in such Spaces, Players may choose from the relevant decks to draw Cards from.

11:38 Exit from the Village and the City is by normal count. Players need not stop at the Entrance spaces. Players must, however, land on the Oasis space before they may choose to leave by normal die roll the next turn.

#### 11: 39 MOVEMENT IN THE DUNGEON AND VAMPIRE'S KEEP:

These boards are laid out in a spiral. Characters in the Dungeon follow the spiral path to the Treasure Chamber or Vault, rolling 1 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 you may only Move away from the entrances, except under special circumstances dictated by Space or Card text. Characters may not Move through walls.

11:40 When a Character is defeated in Combat or Psychic Combat, that Character MUST Move towards the entrance on the next turn only. If this places you at the entrance, the Player to your right places you on any matching Door Card. If no Door Card remains, the Player chooses any empty Outer or Far Outer Space to place your Character on.

#### 11:41 MOVEMENT IN THE CITY AND VILLAGE:

The stores on these boards are treated exactly as the Spaces with special text on the main board. When a Player reaches a street Space with an arrow, the Player may choose to move inside the store and interact with it. Exact Movement rolls are not required and any Movement left over when a Player moves into a store location is lost.

11:42 Pack Animals may not be taken into any store location. The Tavern is considered to be one large store location and therefore any Pack Animals must be kept outside in the Tavern Space.

11:43 A Player may not choose to Encounter a location two Turns in a row. Player's must Move off of a location they are in, each Turn. They may, however, return in future turns. This does not apply to the Tavern.

#### 11:44 MOVEMENT IN TIMESCAPE AND VAMPIRE'S KEEP:

On your Turn, roll 1 die and Move based on this formula:

1-2 = Move 1 Space Forward (Red Line in Timescape)

3-4 = Move 2 Spaces Forward (Blue Line in Timescape)

4-5 = Move 3 Spaces Forward (Green Line in Timescape)

#### 11:45 TELEPORTING CARDS

When you draw a Teleport Card as your Encounter, draw a Teleport tile and place it on the space where the Teleport Card was drawn. Move your Character to this space. For the rest of the game the tile remains with the Teleport Card on this Space. Any player landing on this space again Encounters the space and cards there as usual but then *must* move to the space dictated by the tile on the next turn as their Movement. If a Player gets caught in a teleport loop, play out the loop until returning to the Space that started the Player into the forced Movement. That tile is removed from the game and the Player may Move as normal on the next Turn.

#### 11:46 MOVEMENT PAST THE DUNGEON AND THE KEEP

Once a Player makes it to the final space of the Keep, a Vault card is drawn. The Player must choose to face the Vault guardian or take 3 Bite tokens. If the guardian is defeated, the Player rolls on the treasure table and immediately rolls on the space chart to find where the Keep leaves them. In the Dungeon, Players roll on the Chart immediately but they may add 1 to their die roll for each time they've previously made it to the Treasure Chamber. If a Bite token is taken from a Vault Guardian, immediately roll on the space chart and Move to that space without rolling for treasure.

#### 11:47 STORES

City, Village, and Rome have locations that are accessed by the main street. Exact count is not needed to move into these spaces, and any unused Movement is ignored. A Player must be able to reach the space with the matching entrance arrow to the store.

#### 11:48 MOVEMENT IN THE MOUNTAIN PASS

Whenever a Player ends their Movement in the Crags or Forest, they may choose to enter the Mountain Pass on their next Movement phase by placing their character on the corresponding side of the Mountain Pass. Once a Player begins Movement on the Mountain Pass board, the same direction must always be maintained unless instructed otherwise by a card. If a character chooses to enter the Pass by way of a Hidden Trail Doorway card, they must choose to enter the pass on the side that matches the Region that the Doorway is currently in.

11:49 The number of spaces that a Player moves on the Pass board is equal to half of the result of one die, rounding down. This means that it is possible to move 0 spaces if a 1 is rolled. In this situation, the Player faces the space they started their turn in as though they had just landed there.

11:50 If a Player moves off the Mountain Pass and does not land on the end space by exact count, they must continue moving on the main board, exiting on the matching space. The Character does not get the rewards listed at the end space. Players landing on the end space by exact count, gain the rewards listed and do not have to face the space text listed on the main board.

11:51 A Player exiting the Mountain Pass must move away from the entrance space on the next Movement phase. A Player may choose to re-enter only on future Movement phases.

### 11:52 MOVEMENT IN THE FOREST VALE

Movement in the Forest is unlike any other Talisman board. When a player lands on the Cursed Vale or Forest space they may choose to enter the Forest Vale on their next Movement phase by placing their character on the corresponding side of the Forest Vale board.

11:53 The first Movement is conducted by a die roll moving forward from the entrance space. All future Movement is dictated by the last Forest Card card drawn. Every Forest Vale card has a choice listed in direction to be moved. The arrows, showing the direction that a Player must travel, is always considered to be pointing toward Cursed Glade as North. Some cards give a choice, while other's do not, demonstrating the ease of getting lost in the thick undergrowth. If at anytime a Player is instructed to move off the side of the board, the Character enters on the opposite side and continues the Movement. If a 'round-robin' effect occurs where two cards force a Player into revisiting the same two cards again and again, then after encountering the first card twice, a Player must discard the card (even if it would not normally be discarded, and in place of Movement, may roll the die and move in any direction the total on the die for that turn only to represent the sense of direction that going in circles can sometimes afford. If at any time a Player Encounters multiple Forest Vale cards in a pile, the card drawn on that turn is used unless no card was drawn and then the card with the lowest Encounter number takes precedence. If there are more than one card with the same Encounter number, the Player may choose which to follow.

11:54 As soon as a Player lands on either Forest entrance, the Character must move to the corresponding space on the Main Board and may not choose to reenter the Vale on the next Movement phase. Any Movement left when landing on an entrance is lost.

## 2: CLAIMING FACE UP CARDS:

12:1 Any Stranger may be visited and any Gold, 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, unless there is also an Enemy Card on the Space (13:5) or the instructions for the Space are to draw Cards (13:4). In these two instances, the Cards form an Encounter for that Space.

## 13: ENCOUNTERS IN MIDDLE AND OUTER REGIONS

13:1 Characters can only have Encounters in the Space they end their Move or a Space to which they are moved to as a 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. If they choose to Encounter the Character, any Cards on the Space not owned by the Character they are attacking or Space text is ignored.

### 13:3 ENCOUNTERING ANOTHER CHARACTER:

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

### 13:4 ENCOUNTERS IN A SPACE – DRAW CARD SPACES:

A Character must follow the instructions of every space. The Cards to be drawn are always Adventure Cards on the main board and the matching decks on expansion boards. If there are already Cards of any type on the Space, then only enough Cards to make up the given number may be drawn. The Cards then form the Encounter for that Space (15:1-11).

### 13:5 ALL OTHER SPACES:

The Character follows the instructions for the Space. Any Enemy or Spirit 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 Counter, Objects (5:3) and Followers may be taken. Some instructions must be followed; others may be followed at the Character's discretion. Keywords such as 'Must' mean the Character's Must do as the text states. Keywords such as 'Can' or 'May' signify that the Character's have a choice to Encounter the text or not.

### 13:6 ENCOUNTERS IN BLACK'S TAVERN

When a Player first enters the Tavern, they roll 1 die to determine how many Patron Cards to draw. A Player does not do this if another Player is already present in the Tavern with other Patrons. When drawing for Patrons, draw them one at a time. If the text says they leave or react to you right away, the Player must choose to interact or defend against the Patron immediately regardless of Patrons yet to be drawn. After the Encounter is ended, finish drawing the remaining Patrons still required to be drawn.

13:7 Tavern Events happen at the end of any turn in which that Player's Character remains in the Tavern. One Event must happen and effects take place immediately. If that means more Patrons are added, the player must have a chance to react with those patrons even though the turn is technically at an end.

### 13:8 HOLY RELICS:

When a Holy Relic is first drawn from the deck, the player drawing the card has 'heard a rumor' and has not actually found the real Relic. The Player must place it on any empty space in the Desert. After doing so, the player draws another card to Encounter. Relics are a rare exception to the Encounter order as they are Objects that are numbered 1. Just like the Jester and Hag are Strangers that act as Events, Relics are Objects that act as Events.

13:9 Only three of the powerful Holy Relics can be in the Desert face-up at a time. If a Holy Relic is drawn when there are already three face-up in the Desert, the card is discarded instead and the Player draws another card.

### 13:10 HERCULES AND THE GIFTS OF THE GODS:

Whenever a player is sent to Olympus they first arrive at the great gates and must call for the gods. Roll 1 die to see which responds to you. You may add 1 to this roll for every Favor you discard (20:15). All quests are outlined under that god. If you succeed or fail in the god's quest you are first transported back to the god that sent you on your quest (or you stay there in some cases) and then the god sends you to a place specified or the Parthenon if not. The exception to this is Jupiter who does not send you on a quest as the others. Instead he asks that you prove your worthiness in comparison to his favorite son, Hercules. Depending on how many tasks you complete, Jupiter may send you to some favorable places.

### 13:11 TASKS OF HERCULES:

The Task deck should be placed next to Olympus at the beginning of the game. They are not faced in number order but are randomly Encountered. Draw 1 Task at a time (depending on how many you want to face, you will be dealing with more than 1 most of the time). Face the card as though you just Encountered it. If you are not successful, take any penalty the card prescribes. You are then done with the deck. Return to the space you were on (if you were on Jupiter's space he sends you to the Parthenon). Your turn is over. If you are successful, you must choose whether to take any rewards or face another Task on your next turn.

The player must decide based on the numbers already drawn whether it is possible to survive another task. Not only are the tasks harder the higher the task number, but the penalties for losing are progressively foul as well. You may choose to stop after any Task, by taking the reward listed and returning to Jupiter to face his judgment on how you performed his tasks. Great riches, and a chance at the Crown of Command, await any man who dares face the path of Hercules.

### 13:12 GIFTS OF THE GODS:

The gods of Olympus each have 3 glorious treasures they will award Players that visit them. The treasures are themed to the gods they belong to: Mercury = Movement; Venus = Followers/Leadership; Mars = Physical Combat; Neptune = Water Movement/Craft; Pluto = Life; Jupiter = Talisman and potential movement to the inner region. When awarded a Gift of the Gods card without it referencing a specific god, shuffle the GotG deck and randomly deal out 1 Gift. If it says a specific name then turn over the top card of the deck until the first Gift appears that matches that god's name. If you are awarded a Gift of the Gods card from a specific god and all 3 have been taken, you miss out on the gift but are awarded 3 favors instead.

### 13:13 DECK MANIPULATION AND SEARCHING

Whenever a space, card or special ability instructs a player to take a specific card type from a

deck, the Player turns over the top card and places it in the discard pile. This is done until the specific card is discovered or until the deck has been exhausted.

If a deck is ever exhausted, every card has been drawn, then any card in the discard is taken and reshuffled to form the new deck.

If a Player is instructed to take a specific card from any discard pile, they may freely pick up the appropriate discard deck and locate the card they need. If a card that they are instructed to take from a discard pile is not there, they may not take the card on future turns. The opportunity is lost and play resumes.

### 13:14 STATUTES OF THE CITY

A Warrant is issued to any Character breaking the following set of rules:

1. It is illegal to take part in Combat whilst on the City Streets. It is of no importance who started it, nor who was involved; any and all fighting is forbidden.
2. It is forbidden to fire or throw any form of missile weapon, as this is considered to be another form of fighting.
3. **Special Abilities that affect other Characters such as** Karate, Assassination, Secret Strikes, or Killer Blows are also illegal; these are nothing more than alternate forms of fighting.
4. It is illegal to trade in the Streets without a license. Licenses may be obtained, giving 3 years notice, from the Dept. of Licenses; please apply in triplicate.
5. Casting Spells in the Street, from any source, **is annoying and therefore is illegal.**
6. It is illegal to Plunder, Steal, or use any Follower or Special Ability to obtain anything that does not belong to you from another Character, Citizen, or visitor to our fair Streets.
7. It is illegal to be a Cyborg or follower of Chaos.
8. It is illegal to be any race other than Human, Elf, or Dwarf. We have nothing against Giants but cannot afford the huge reconstruction fees that are associated with their kind. The High Temple Clerics have also asked to put a ban on anyone from the Underworld.
9. It is illegal to have no money at all. The City has standards to maintain.

### 13:15 NECRO TEXT

A Necro Text is a book written by an ancient evil. There is one book hidden in most expansion adventure decks.

When a Player finds a Necro Text, he may take it as Object without penalty. In this way it may be dropped, traded or used to bargain with other Players and Encounters. Any Player that reads from any Necro Text, however, immediately must become Evil. If for any reason a Character cannot be turned Evil, that Character cannot read from a Necro Text.

A Necro Text is full of gibberish to the average eye. But to those that know the secrets of the ancient foul tongues, great power can be garnered from within. Each book has a Ritual, an Order, and a Black Ash section. The Ritual tells a player how to discover new Necro Spells; the Order tells the Player what type of Necro Spells the book knows; and the Black Ash section shows how

the Book reward's its master with the necessary ingredient to cast Necro Spells.

Rituals usually require a payment of Life. Each book varies in difficulty and reward. When a Player meets the requirements of a Book's Ritual, they draw the allotted number of Spells (as referenced on the Book) and check the Order of the Spells. If the Order on any Spell does not match the Order listed, discard the non-matching Spells and redraw replacements. The Player continues to do this until the required number of Spells with matching Orders has been drawn. The Necro Spell discard pile may have to be reshuffled in order to continue drawing.

Orders: There are four Orders to the Evil Magic. Cosmos controls the powers of Nature and the laws of the Universe; Chaos is the Magic of destruction and war giving players advantages in Combat and pillaging; Phobic gives the wielder the ability to control the mental abilities of themselves and their victims—harnessing the power of terror and fear; Death is the most feared Order of them all—very powerful but also very difficult to master. Death asks much of it's victims and it's casters.

Black Ash is a special ingredient necessary in the recipes of most Necro Spells. In order to gain Black Ash a caster must perform certain deeds in order to maintain a high enough level of Ash to cast the Necro Spells. All Necro Texts have instructions on how a Player can gain Black Ash. Only the holder of a Necro Text can gain Black Ash and only through the specific means that their own Text lists. When Black Ash is gained, use a black die or black beads to keep track of a Player's accrual.

A Player may only carry and own 1 Necro Text at a time. The Texts are very jealous of each other and would destroy each other if ever placed in the same vicinity. If a Player carrying a Text, unread or not, finds another Text, 1 of the Texts must IMMEDIATELY be dropped.

## 14: ENCOUNTERS IN INNER REGION

14:1 A Character may only Encounter another Character on the Plain of Peril and the Valley of Fire.

14:2 Encounters [on the Plain and Valley](#) with other Characters are as in the Outer and Middle Regions (13:3). If Character's Encounter each other on any other Space, they must ignore one another.

14:3 On all other Spaces, the Encounter is detailed in the instructions for the Space. The Instructions must be followed unless the Character is retreating (11:5).

14:4 None of the Encountered Creatures in the Inner Region can be Evaded (18:3).

### 14:5 THE CROWN OF COMMAND [SPACE](#):

If there is already a Character on the Crown of Command [Space](#) when a Character lands on it,

the Character there must be Encountered (13:3). Once two or more Characters are on the Crown, those Character's Turns consist only of Encountering one of the others. A Character alone on the Crown of Command must Encounter the Ending Card (14:6).

#### 14:6 ENDING CARDS:

When the first Player moves onto the Crown of Command Space they must draw an Ending Card from the Ending deck. This Card outlines what has happened to the Crown during this long time of neglect. The conditions for winning the game are outlined by the Cards special text on the reference sheet. If other Player's are allowed to interrupt the Ending card by entering the Crown of Command space, the resolution of the Ending card is suspended until only one Character remains. Then the remaining Character must continue Encountering the Ending card. If a Character is starting to Encounter an Ending card that was previously being Encountered by another Character, any progress made by the other Character is lost. That Character must start the Encounter again if they happen to make it back to the Crown of Command Space again.

#### 15: ADVENTURE CARDS:

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 center. The lowest number is tackled first, then the next lowest etc.

#### 15:3 TYPES OF ADVENTURE CARD:

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

#### 15:4 EVENTS:

The instructions on the Card must be followed. Any resulting in the loss of a Turn by the Character Encountering them, end the Character's Turn **immediately**. **Events with the sub-type of Season, Month, or Day have long term effects and are placed to the side of the board for all Players to see. At the end of 5 full rounds for Seasons, and 3 full rounds for Months and Days, the Event is discarded, unless the text says otherwise. If another Event is drawn with the same sub-type, the first Event is immediately discarded and the new Event takes its place.**

#### 15:5 ENEMIES:

The creature will immediately attack any Character Encountering it (16:1-5).

#### 15:6 SPIRITS:

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 any other Cards be Encountered.

#### 15:8 STRANGERS:

The instructions on the Card are followed. Most all Strangers remain on the Space to form the permanent Encounter for the Space.

#### 15:9 OBJECTS AND FOLLOWERS:

These may be taken if permissible (5:2-3) and all Enemies on the Space have been defeated or Evaded. Leadership, Encumbrance and allowable Space must be immediately met before the Character may take the Objects. If this means discarding Cards to make room for more, then that must happen immediately as well.

#### 15:10 PLACES:

The instructions on the Card are followed. Most all Places remain on the Space to form the permanent Encounter for the Space.

#### 15:11 ADVENTURE CARDS THAT REMAIN ON THE BOARD:

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

#### 15:12 SEARCHING AND DISCOVERIES (13:13)

Sometimes cards will instruct a Player to Discover or Search for a type of card. When this happens, follow the rules as outlined in 13:13.

If a Player is instructed to search or discover another card in a specific discard pile, the Player may thumb through the discard pile and choose the target card. All other cards are returned to the discard pile they started and in any order.

#### 16: COMBAT:

16:1 Combat occurs when a Character is attacked by an Enemy (15:5) or by any Creature whose Strength is given or when a Character decides to attack another Character, unless their Special Abilities or possessed Cards allow them to make Psychic attacks (17:1-2).

#### 16:2 RESOLVING COMBAT VERSUS CREATURES OR ENEMIES:

The Character first declares whether he is Evading or not (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 Character's should add up their Combat Strength first, including Objects, Followers, Spells and other Space effects that influence Combat. The Character then rolls 1 die. The Character's Combat Score is the die roll plus the Character's Combat Strength. Another player now rolls a die for the Creature and adds this to the creature's Strength. This is the creature's 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, especially Armour, may prevent this) and the Character's Turn ends. If the Scores were equal, the result is a Stand-off (16:10).

#### 16:5 MORE THAN ONE ENEMY:

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 the total Combat Score. Some Cards and Spaces have 'packs' of Enemies that attack one at a time according to their text. When this happens, Experience is rewarded only for the common Strength these Enemies have. For example, if the Zombies card is drawn a Player fights 4 rounds of Combat against a Strength 2 Enemy. If the Player is successful at defeating ALL the rounds of Combat, the Player claims 2 Experience points, not 8. If any of the rounds of Combat are lost, no Experience is gained, even though some of the rounds may have been successful.

#### 16:6 RESOLVING COMBAT BETWEEN TWO CHARACTERS:

The Character being attacked first has the opportunity to Evade (18:1-2). If they do not, then Combat takes place.

16:7 Both Character's have the opportunity to cast any Spells before the die can be rolled.

16:8 Character's should add up their Combat Strength first, including Objects, Followers, Spells and other Space effects that influence Combat. The attacking Character's combat Score is then 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 other to lose 1 Life (this may be saved by use of an Object or Spell) or take one Object, Follower or Gold from the loser to add to their own. If the defeated Player is in possession of a Warrant, the victor may choose to send them to the Donjon in place of any spoils. That Turn then ends.

#### 16:10 STAND-OFF:

In a Stand-off, neither side is harmed and that Turn ends.

#### 16:11 ARMOUR SAVES:

If a Character has a Helmet, Shield, or Armour Equipped, has just lost a Combat and has failed the Armour roll, that Player may choose to Damage the Armour instead of taking the wound. The Helmet, Shield, or Armour is discarded to the proper discard pile and the Character is given a damaged Armour type that matches the Object just discarded.

If the Object discarded was not a basic Armour type when repaired, the Player may only repair it for a basic type of like kind. It is assumed that the special abilities the Object once possessed was lost when damaged. The blacksmiths can only work so many miracles. *Example: The Warrior has a Kite Shield and has just lost a Combat. He rolls a 1 as his Armour save. Instead*

*of taking the wound, which would kill him, he discards the Kite Shield and takes a damaged Shield card in its place. Later, he is at a Blacksmith's shop and pays to have it repaired. He trades the damaged Shield card in for a regular Shield from the Purchase deck and does not get the Kite Shield back.*

*This rule applies in Character versus Character Combat only if the winning Character chooses a Life as the spoils of war. Armour saves do not count if a Follower, Object, or Gold is claimed and therefore Armour discards for damaged Armour cannot happen in this circumstance.*

## 17: PSYCHIC COMBAT:

17:1 Psychic Combat occurs when a Character is attacked by a Spirit (15:6) or other creature whose Craft is given or when a Character whose Special Ability, **Object** or **Follower** permits them to attack another Character by Psychic Combat.

### 17:2 RESOLVING PSYCHIC COMBAT:

Psychic Combat is resolved in exactly the same manner as Combat (16:2-10), except that Craft is substituted for Strength and **only** Objects **that specifically state Psychic Combat** can prevent the loss of Lives.

## 18: EVADING:

18:1 A Character may, by using a Special Ability or **Spell (such as Immobility or Invisibility)**, Evade an unfriendly creature or Character. The Evading Character cannot then affect or be affected by them in any way.

18:2 Creatures that may be Evaded are anything in the Outer or Middle Regions that attack a Character, any Character attempting to attack or use a Special Ability, or any creature depicted on a Card that the Character does not wish to Encounter, such as the Hag or Jester.

## 19: CURSES:

**Curses are Cards that are randomly drawn by a Character when instructed to. They hamper the Character for a set amount of time as described on the Card. When the Curse is over, it is immediately shuffled back into the Curse draw deck.**

### 19:1 TOADS:

When a Character is turned into a Toad for three Turns, a Toad Card is substituted for the Character's Playing Piece on the board. The Character reverts back to themselves at the end of their third Turn.

19:2 Toads cannot have 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 Strength of 1 and 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.

19:7 Toads must Encounter on a Space as would any other Character.

19:8 The Toad has no Special Abilities. Those of the original Character cannot be used while the Character is a Toad.

## 20: UTILITIES AND ADVANCED CHARACTERS:

Utility decks are special decks that are not drawn from but rather, represent changes to the Character's. This includes Purchase items, Warrants and Loans. Another form of Utilities are the markers that used to record certain achievements. Favors, Dungeon Tokens, and Bites are examples of these.

20:1 Whenever a Character purchases a Purchase Card Object, the appropriate Purchase or Card should be taken. If a Space or Card Encounter instructs a Player to take any type of Utility card, such as a Warrant, the appropriate Card is taken. If at any time a Utility Card is needed but there are none left to take, the status the Utility Card gives is still gained. Make a note to remember that the Character has a Utility Card until one becomes available. The exception to this is the Purchase Deck. When a Purchase Card is made available to a Character through an Encounter, but there are no such Cards available in the Deck, the Object is actually 'out of stock' and the Character loses the opportunity.

20:2 Purchase Cards are in all aspects the same as Card Objects, except that instead of being placed on a discard pile they are replaced in their appropriate pile and are again available to other Players.

20:3 Purchase and Talisman Cards can be left face up in a Space on the board as are other Objects. Warrants, Loans, and Citizenship or any such Utility Card that represents documentation or status are never left on a Space when lost.

## 20:4 ADVANCED CHARACTERS:

2<sup>nd</sup> and 3<sup>rd</sup> level Characters are Characters that Players earn in addition to their regular Character. These advanced Characters reflect positions, careers, and powers gained through tasks and special

**events.** The Character Cards with an all yellow backing are kept aside at the beginning of the game and are not dealt out to the Players. Only when another Card or Space instructs a Player to take one of these Cards, are they introduced to play.

20:5 In all cases, you should continue with the new Character from the same Space that your old Character had reached. All of the old Character's Special Abilities, Strength, Craft, Lives, Gold, Followers and Objects are carried forward to the new Character.

20:6 If the new Character has or requires a different Alignment, check all Followers and Objects for compatibility. If an Alignment change means you cannot keep one of your possessed Cards, discard it in the Space your Character is occupying.

20:7 A Character may resign from being a 2<sup>nd</sup> Level Character at any time unless the new Character says otherwise. **A 3<sup>rd</sup> Level Character cannot be resigned under any circumstance.**

20:8 Unless stated otherwise on the Character Card, an advanced Character can be lost to another Player who completes the same task or Encounter and earns the same advanced Character. When this happens, the first Player hands over the advanced Character and makes any changes to his Starting Character (Strength bonuses, etc.) to reflect the loss.

20:9 3<sup>rd</sup> Level Characters are rare and worth questing for. They require certain Objects or place in society before a Player is allowed to obtain them. Once they are obtained they give the Player possessing them great power. The greatest power is the ability to win the game upon entering the Crown of Command Space alone. Any Player that enters the final Space, ignores any Ending Card and uses his vast armies or minions to wrest immediate control. If there is another Character present, they must face each other in Combat until there is only one left alive.

## 20:10 WARRANTS AND ARREST

Representatives of the Law are very active in the City, and come down very hard on wrong-doers. They have a very sophisticated procedure for making sure that watch officers can recognize miscreants and wanted men. During the course of play, if a Character with a Warrant draws a Card with the subtype of Law, the Watch will seek to make an arrest. The Character must fight a Combat against the Watch. If they win, the Character is taken at once to the Donjon, and must follow the instructions there. If the Character wins, he/she escapes but the Warrant is retained. **If the Law Card drawn is not specifically a Watch Card, the Card is resolved as normal but the Player with the Warrant that drew it must fight a Combat with an unseen Watch Strength 7.**

20:11 Player's earn Warrants in three ways: by breaking the Statutes of the City (see the Reference Sheet), other Player's framing them and in extreme cases, some Encounters with Spaces or Cards. While in the City, if you have broken any Statute during your Turn, you must end your turn by turning over the top City card. If it is a Law card, the Player is issued a Warrant and must immediately face Combat. **If it is not, the Player has gotten away with his lack of judgement and no Warrant is issued.**

## 20:12 TOKENS AND FAVORS

There are further markers that are not cards but serve as Utilities.

20:13 The Bite Tokens are used only as directed by cards and spaces. Generally a Bite is earned when facing a Vampire Enemy or Character. If 8 Bites are earned at any time, the Player is immediately out of the game since the Character is now no longer searching for the Crown of Command, but is instead out for blood.

20:14 Dungeon Tokens are earned for every successful venture through the Dungeon. When rolling on the Dungeon Treasure Chamber, add 1 to your roll for each Dungeon Token to find the location you are sent to.

20:15 Favors are specific to Rome but may be earned elsewhere. Favors represent the gods looking fondly upon your adventurer's deeds. The more favors you have the more staying power you have throughout the land. Favors have two uses. First, you may at any time discard a Favor to add or subtract 1 from any of your die rolls. Only one Favor may be used at a time in this way. A player may use 1 to add to their Movement and then in the same turn use a Favor to add 1 to their Combat score, but they may not use 2 Favors for the Movement or Combat at the same time. Favors may also be used to earn passage to Olympus to visit the gods. The ultimate god, Jupiter, will put adventurers to the tests of Hercules. If this should happen, Favors are recommended to succeed in achieving this goal.

20:16 Poison tokens are used to demonstrate the slow death of poisoning. It is possible to be bit or have foreign substance added to your evening's draught. When this happens, take a Poison Token. For every Poison Token your character possesses, you must subtract 1 from all Movement, Psychic Combat, and Combat rolls. It is only possible to have 5 Tokens total. If at any time a Character is instructed to take Poison that takes the total above 5, a Life is lost for each Poison above 5. At the end of any turn in which a Character has 5 Poison Tokens, that Character must lose 1 Life.

Poison can be healed anywhere Lives can be healed for the same price. Anyone suffering from poisoning can choose to discard a Poison Token instead of healing a Life anytime they are instructed to heal a Life. This does not count when instructed to Gain a Life.

## 20:17 BETROTHED

A Player takes a Betrothed Card anytime another card or space instructs it. A Player can only have one Betrothed at a time. If instructed to take a Betrothed after already having one, the Player must ignore the second Betrothed opportunity. A Betrothed card usually lasts until death and cannot be voluntarily discarded.

## 21: WINNING:

The first Player to reach the Crown of Command Space is the Player that reveals the Ending Card,

as soon as they cross from the Valley of Fire. Refer to the appropriate rule section for each Ending as listed on the Reference Sheet. Any Character who is alone on the Crown of Command Space (14:9) on their Turn, must Encounter the Ending Card. If the conditions for the Ending Card are met the Player wins the game.

Alternatively, if any Character is the last Character standing and other Players are prevented from entering the game with a new Character, the last remaining Character wins the game.