



# TALISMAN

## World of Light & Dark



Long have the powers of good and evil struggled to gain power over one another; the epic war to be the dominant force in the world. But...when the world was first forged from chaos the gods dictated that the balance must be maintained. Thus, in times of great peace come forth the darkest of evils and when darkness overtakes the world, the greatest heroes of good emerge... In these times, the petty quests end, armies amass and the epic war to save or destroy the world begins!

### Components

1 Balance Scale – 1 Balance Token – 1 Champion of Evil Card – 1 Champion of Good Card

### Printing & Construction

Print these two pages back to back on heavy cardstock paper. Cut off the bottom of the page – cut out the balance track, token and champion cards. The top portion of the page is the rules sheet.

### Setting Up

Place the balance scale to the side and place the token on 0 (Neutral). Place the Champion of Evil and Champion of Good cards aside until needed.

After all players have a character and before game play begins, the balance must be set. Starting with player one, check the alignment of his character and move the balance token one space towards that alignment. Continue in player order until all character's alignments have affected the scale.

### Adjusting the Balance

The Balance Scale will need to be adjusted during the course of the game based on certain events:

1. If a character's alignment changes, move the scale one space toward the new alignment.
2. If a good or evil character dies, move the scale two spaces toward the opposite alignment.
3. New characters adjust the scale prior to taking any actions on their first turn.
4. When the Rune Sword comes into play, move the scale one point toward evil.
5. When the Holy Lance comes into play, move the scale one point toward good.

### Effects of the Balance

Characters are affected by the balance of good and evil in the world. When the balance scale reaches certain points, special alignment based effects come into play. If the balance completely tips in favor of good or evil (+/- 2 on the scale), the crown means nothing. Only the epic war between good and evil determines who wins.

EVIL			NEUTRAL			GOOD		
-2	>	-1	>	0	<	+1	<	+2

**CHAMPION OF EVIL**

**Alignment:** Evil (can not change)

**Start:** Current Location

**Special Abilities:**

1. You must track down and destroy the Champion of Good to win the game.
2. You add 2 to die rolls for movement and may stop on any space in your path.
3. Command an army. If you land on a space containing another evil character, that character joins your army and must move with your character every time you move. Those characters must encounter the current space on their turn as if they had moved there. For each character in your army, add +2 to your die roll in any combat against the Champion of Good. If a character in your army's alignment changes, he is free to go his way.

**CHAMPION OF GOOD**

**Alignment:** Good (can not change)

**Start:** Current Location

**Special Abilities:**

1. You must track down and destroy the Champion of Evil to win the game.
2. You add 2 to die rolls for movement and may stop on any space in your path.
3. Command an army. If you land on a space containing another good character, that character joins your army and must move with your character every time you move. Those characters must encounter the current space on their turn as if they had moved there. For each character in your army, add +2 to your die roll in any combat against the Champion of Evil. If a character in your army's alignment changes, he is free to go his way.

### Champion Card Placement



When the Balance Token is moved, look at where it rests on the track. If there is a number below the token, look the number up on the table below to see which effects come into play. If there is an arrow below the token, the effects from the space pointed to are in effect for this space as well.

Scale	Alignment Effects
-2	Champions of Evil/Good arrive Neutral: All enemies +1
-1	Evil: All enemies -1 Evil: Always one spell Good: All enemies +1
0	Neutral: All enemies-1
+1	Good: All enemies -1 Good: Always one spell Evil: All enemies +1
+2	Champions of Evil/Good arrive Neutral: All enemies +1

All enemies +1/-1

All enemies encountered by characters with the shown alignment have their strength or craft modified as shown.

Always one spell

Characters of the shown alignment (craft permitting) always have one spell available. When a character casts their last spell, they automatically draw another. If a character has an ability which allows him to always have a spell, this effect is in addition to that one. If this effect is lost, affected characters must discard a spell.

Champions of Evil/Good arrive

If the scale reaches -2/+2, the Champions of Good & Evil arrives on the board. If the character whose action caused the scale to go to -2/+2 is of good alignment, then he becomes the Champion of Good. If evil, he becomes the Champion of Evil. The remaining champion is given to the next player in sequence with a matching alignment. If there are no matching alignments, then the first neutral character becomes the champion. If there is still not a character to take on the champion role, then the game ends. This champion did not appear and thus the other champion and characters of his alignment win. Either the world is plunged into eternal darkness or has been reconciled – until the next battle is waged and new champions appear.

As a champion, you must seek out your opposing champion and destroy him in order to win the game. The Crown of Command cannot be used on or by a champion.

Death of a Champion

If either champion dies by any means, the surviving champion and characters of his alignment win the game.

F I N A L | C H A O S

The rules cannot cover all possibilities – as possibilities are endless...or I'm just too lazy to write them all down. If something does not work for you – Change it. If you do not like it? - Don't use it. If the rules don't cover it? – Ask a YES or NO question and flip a coin. Heads means “YES”, tails means “NO”.