

Scrolls

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1 Introduction

In essence these are Spells, which any Character may cast. My biggest complaint with Spells was how often they affect play. So, I created these to bring more magic into the action. To add these to the game just think of them as Spells. Whenever a player may choose to gain a Spell, such as buying one, they may instead buy/choose a Scroll.

2 SCROLLS

- The effect of each Scroll, and when it may be read, is detailed on the individual Scroll Card.
- Any Character may have any number of Scrolls. Scrolls do not count toward Encumbrance.
- All Scrolls may be kept face down so as not to be seen by other players.

3 GAINING SCROLLS

- Scrolls are usually Gained as the result of Encounters, however they may also be purchased at the Magic Emporium in the Talisman City and attained other ways as well. Some Characters begin the game with Spells as stated in their Special Abilities, they may choose a Scroll instead.
- When a Scroll is Gained, or purchased, it is taken from the top of the Scroll StockPile. When the StockPile is exhausted, shuffle the discard pile and turn it face down to start a new StockPile.

4 READING SCROLLS

- A Scroll may only be read as stated on the Scroll Card. Once read, and its effect ended, the card is placed on the Scroll discard pile.
- Scrolls, which affect other players, affect them wherever they are on the Board. Scrolls, which can affect creatures, can only affect those in the Outer and Middle Regions.

5 Printing Instructions:

I highly recommend using a Color Printer. Black and White does not do these justice. Yes, I know the 1st ed. Game only had black & white pictures, but lets drag ourselves into the new millennium, shall we?

Be sure to print the Razed cards with the same front & back. These are markers placed on the board when someone destroys a permanent location. Otherwise, you'll print everything with a Scroll Back.