

Wizard's Tower

"Jeffro"

1 Introduction

I created the Tower because I was unsatisfied by the way the Inner Region of the 2nd edition played out. I started with the rules and Tower cards from 3rd Edition basic set and carried over Death from the 2nd Edition. The game board is made up of images cobbled together from the artwork of the Talisman 2nd Ed and other various sources.

2nd Edition Wizards Tower (I would recommend downloading the image first and then printing it off using a graphics program rather than just printing it from your browser. That way you will be sure to print the image at its true size.) This tower image is the same size as the 2nd Edition Inner region: 15.24cm x 21.13cm (6" x 8.319"). The door on the Tower matches up with the door in the Portal of Power.

You use the Tower in place of the Inner Region. These are the rule modifications for the 2nd Edition Wizard's Tower.

2 MOVEMENT BETWEEN MIDDLE REGION AND THE WIZARD'S TOWER

- The Portal of Power square, the DOOR, and the Antechamber square are considered 3 different spaces. A Character may reach the DOOR only from the Portal of Power square.
- The Wizard's Tower can only be entered through the DOOR.
- Characters entering the Wizard's Tower must end their move on the DOOR square and discard their Talsiman. If they have no Talsiman, they may enter at a cost of 1 die Lives. On their next turn, they may enter the Tower at the Antechamber square and proceed counter clockwise, 1 room per turn.
- Mules, Horses (and carts), Warhorses and any other riding animals cannot enter the Wizards Tower. They must be left at the Portal of Power. Any Objects or Magic objects that must be dropped because of this, also remain at the Portal of Power.
- A Character wishing to pass from the Wizard's Tower to the Middle Region does not need to

stop at the Door. They simply Move from the Antechamber to the Portal Space. This is their Move for that Turn.

3 MOVEMENT IN THE WIZARDS TOWER

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

3.1 Turning Back

- A Character may decide at any time to Move back towards the Portal of Power. A Character defeated by the Dragon King MUST move back towards the Portal of Power and leave the Tower. Movement is still 1 Space per Turn but the instructions for Encounters are ignored when retreating.

4 ENCOUNTERS IN THE WIZARD'S TOWER

- A Character may not Encounter another Character while in the Wizard's Tower.

DOOR If you are entering the Tower, you must stop your movement at the DOOR and discard your Talsiman. If you don't have a Talsiman, you enter at a cost of D6 (one die) lives.

ANTECHAMBER A Gargoyle guards the entrance to the Wizard's Tower. To continue onward you must defeat it in combat. Roll 2 dice and add 3 to determine its Strength.

DICE WITH DEATH In this room, you encounter Death. Death rolls 2 dice and you roll 2 dice. The higher roll wins. If you win, you may continue. If you lose or draw, you lose 1 Life.

MAGICAL TRAP For each item you or your followers carries, roll a die. On a 1 or 2, the item is discarded.

PIT TRAP You escape the trap but your followers aren't so lucky. Roll 1 die for each Follower, on a 1 or 2 that follower is lost.

DRAGON KING The Dragon King is Strength 12, Craft 12. Fight him in combat or psychic combat (your choice). If you lose or draw, you must leave the tower. If you win, you may continue on your next turn.

Characters, Magical Items and/or followers that automatically defeat dragons do not affect the Dragon King. However, Items that give bonuses against dragons do (e.g. the Holy Lance does add 3 to the Strength of its user when fighting the Dragon King).

THE CROWN OF COMMAND You have attained the Crown of Command. You have won. You are now all powerful.