

REALM OF ETERNAL DARKNESS

Enter fool, enter a land of woe and horror.

There the good walk in fear, and evil sets a pall of bleakness across the land.

For even the light from a pure heart cannot penetrate eternal darkness.

Introduction

The Realm of Eternal Darkness is an expansion for the Talisman board game and allows you to enter a new realm. The Realm of Eternal Darkness is a land in which evil has grown so strong that the righteous are looked upon as freaks and the pure light of the sun is denied.

Setting up

This expansion comprises the Land of Eternal Darkness board and cards, Artefact cards and a number of cards that are routes of entry into this dark land. These last cards should be shuffled into their respective decks. The Artefact cards should be placed to one side, they can only be gained as specified on certain cards. When setting up the Land of Eternal Darkness cards you should pull out the Lord of Eternal Darkness card and shuffle it into the last 5 cards of that deck.

Entering the Expansion

There are a number of ways to enter the Land of Eternal Darkness, these cards are included in this expansion and should be shuffled into the appropriate decks. When you enter this Realm you start in the 'Pool of Darkness' space.

The Effects of Eternal Darkness

The all encompassing darkness in this realm is more than just the absence of light it is a physical manifestation of the evil that dwells there. This effects shooting, the ability to cast spells and movement:

Shooting - Before using any weapons that shoots projectiles of energy beams or that are thrown, you must first roll more than 3 on a die. If you do not, you cannot use the weapon as it is too dark to see the target.

Spells - Spells and spell like effects can only be cast on oneself or on targets on the same space as yourself. No spells can be

cast either in to or out of this Realm. That includes the Command Spell. No spells, or abilities or any other effects that allow teleportation or divination can be used – eternal darkness means you cannot see where you are going or what the future holds.

Movement - Before you move you must make sure you haven't got lost in the dark you must roll 3 or more on a die, if so you can then roll for movement. If you have either a torch or the ability to see in the dark you pass this test automatically.

Due to the darkness you can only move 1-3 spaces a turn. To move roll a die and halve the value rounding up if you have a torch or the ability to see in the dark you can chose to add one to your movement after you have rolled for movement.

No other movement abilities from any source will work whilst in this Realm.

Counter Strike

Many of the denizens of the Realm of Eternal Darkness have lived so long in this realm that darkness has entered their very soul and they fight dirty. The rules for this are included on the card of the enemy and you must roll for this attack even if you won the combat. Losing a life to a Counterstrike does not alter the result of the initial combat i.e. If won the combat but lost a life to a Counterstrike, you still won the combat and may collect treasure, trophies etc. You cannot use armour, spells effects or special abilities to protect

you from losing a life due to a Counterstrike. Lives can be regained by spells and healing as normal.

Drain Life

Some the darkest denizens of the Realm of Eternal Darkness hunger for the light so strongly that they will drain the life from your very body. The rules for this are included on the card of the enemy. You cannot use armour, spells effects or special abilities to protect you from suffering the effect of this attack. Strength and Craft cannot be reduced below starting levels by this attack; you must lose a Life instead. Lives lost can be regained by spells and healing as normal.

Hell Paladin

If you lose all your lives whilst in this Realm i.e. your suffering is not yet over are reborn as the Hell Paladin, Master Character. You lose all your followers and gold and retain only the Objects you were carrying and any Strength and Craft you have acquired. Your new Character crawls out of a desecrated grave in the Graveyard on the main board. If another player becomes the Hell Paladin your curse is lifted and you return to being your original Character.

Supreme Illusionist

To become the Supreme Illusionist, Master Character you must reach the **Temple of Gloom** and sacrifice more Followers than any preceding Character (see rules below). The first Character to arrive there only has to sacrifice a single Follower but can sacrifice more if they wish. When they become the Supreme Illusionist they retain all Followers, objects etc. If any other Character becomes the new Supreme Illusionist the previous holder of the Master Character must hand over the card and return to their original Character. The Supreme Illusionist may teleport from the **Temple of Gloom** to the starting square of any other expansion board currently in play.

Lord of Eternal Darkness

This is the ruler of this dark and accursed land if you defeat them in combat you defeated the deepest darkness that resides in this Land. You have opened a portal to the world of man and can see a glimmer of light, you find yourself transported to the Plain of Peril on the main board. If you kill the Evil Lord

you gain the Angry Sword and a Strange Green artifact....

Pool of Darkness

This is the starting space in the Land of Eternal Darkness. On entering this Land and first landing on this space roll 2 dice and if your alignment is:

- ☠ Evil , you must add 2 to the dice roll total.
- ☠ Neutral, you may choose to add or subtract 1 after rolling
- ☠ Good, you must subtract 1 from the dice roll total.

If your modified total is:

- 1 You are too good, this evil land rejects you, go to your starting space.
- 2-3 The darkness swarms around you, attempting to swamp you – whilst in this Land subtract 1 from all the die rolls you make.
- 4-5 The dark pool wishes you gone, its black waters burn – lose one life.
- 6-7 You are truly balanced, the dark pool has no effect upon you.
- 8-9 Darkness finds your mind weak and wanting – lose all gained Craft and Spells.
- 10-11 Darkness recognises you as kindred. Whilst in this Land add 1 to all die rolls you make.
- 12 Your heart is as black as midnight. This Land invigorates you - gain 4 lives, 1 strength and 1 Craft.

If you enter the space again whilst in this Land you may drink the waters:

- 1 The dark waters burn – lose 1 life.
- 2-3 It tastes foul, but has no effect.
- 4-5 Cold dark power flows through your veins - heal 1 Life.
- 6 Dark knowledge clouds your mind – gain one Spell.

Moaning Crypt

To pass through the **Moaning Crypt** you must defeat the Zombies created from the bodies of the Followers previously sacrificed at the **Temple of Gloom**. You must fight these foul undead creatures one after another until either they are all destroyed or you are dead. Each Zombie has a Str 4 and rolls a single die in combat, you may not evade. You cannot retain any of the Zombies as trophies, once you have passed on to the **Temple of**

Gloom they will all reanimate awaiting the next Challenger.

Temple of Gloom

On reaching the Temple of Gloom you may sacrifice Followers to become the Supreme Illusionist. If you sacrifice more followers than any single previous player you may take the Supreme Illusionist card. All the Followers you have sacrificed are placed in the **Moaning Crypt** and become Str 4 Zombies blocking the way to the **Temple of Doom**. If you have sacrificed enough followers to become to the Supreme Illusionist see rules above. If you do not have enough followers, or you do not wish to sacrifice them, you may Teleport from this space to

the starting space of any other expansion board currently in play.

Wandering Monsters

On entering a space containing a Wandering Monster you must encounter it as specified on the card. Whilst wandering Monsters can be defeated in combat they cannot be killed or saved for trophies. After you have finished combat with a Wandering Monster roll a dice to find out where the Monster will immediately re-appear. If there is another Character at that location they will not encounter the Monster that turn, only when entering a location containing a Wandering Monster.

| Dice rolls | | First Die | | | | | |
|------------|---|------------------------------|----------------------------|------------------------------|---------------------------|--------------------------------|-----------------------------|
| | | 1 | 2 | 3 | 4 | 5 | 6 |
| Second Die | 1 | Discard pile | Chapel of Despair | Wall of Woe | Bleak Tower | Lost City | House of Shadows |
| | 2 | Plague Castle | Small Village | Doorway of Doom | Fortress Grim | Foreboding Fortress | Any space on this board |
| | 3 | Village of the Damned | Doorway of Doom | Stays in this space | Underworld | Your characters starting space | Ruins (main board) |
| | 4 | Grim Mount | Fortress Grim | Doorway of Doom | Foreboding Fortress | Spire of Sorrows | Pool of Darkness |
| | 5 | Portal of Power (main board) | Moonless Plain | The space you just came from | Deadlands | Graveyard (main board) | Moaning Crypt |
| | 6 | Horror Towers | Mix monster back into deck | Any space on this board | Cursed Glade (main board) | Moaning Crypt | Any space on the main board |