

Rule Changes

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1 Introduction

any of the changes were made for one of the following reasons:

- To speed the game up. While the original second edition set was a long game, with all the expansions added, it had become long to the point that I often became bored with it. It turns out that this was due to the lack of obtainable strength and craft in the cards in the expansions. The new cards here give closer to the original availability of strength and craft.
- To allow more player choices. I like to have a little bit more control over the course of the game than was available in the original. Even with my changes, though, Talisman is still determined largely by the luck of the draw.
- To give the players clearer short-term goals. The best strategy in Talisman is often to just jump from space to space, hoping to get a good item. I have found that many players prefer to have something more specific to aim for.
- To allow me to add things I felt like adding. Most of the changes were done for this reason. In fact, some go directly against the first three reasons stated above.

2 Characters

- A Character may use any one Helmet, any one Shield, and any one suit of Armor to prevent the loss of a life after defeat in Combat. Each is rolled for in turn, and if any are able to prevent the life from being lost, the life is saved.
- In Combat, the Character is limited to using one normal weapon and one missile weapon.
- Whenever a Spirit is killed in Psychic Combat, the victorious Character must take that Spirit for experience. At any time, 3 points of defeated Craft may be turned in (discarded) and the Character may take a card from the Spell deck.

- You may keep any defeated opponent (not only an Enemy) with a Strength or Craft that is listed on an Adventure or Dungeon card for experience.
- Whenever a Character is allowed (or required) to draw a Spell, but does not have the ability to keep as many Spells as they would then have, they may draw that Spell, but must then immediately discard any in excess of their maximum.
- Whenever a player makes a (normal) move in the Outer or Middle Regions, they do not roll a 6 sided die. Instead, they roll a 3 sided die. This does not apply to any other die rolls. (This rule is designed to make movement a bit less random. Believe it or not, this die speeds up the game, since far less time is spent getting to spaces that are right next to a Character).
- If a Player has multiple cards that can affect their movement, they may use only one – they must choose which one before the die is rolled.
- Whenever you would be able to encounter another Character, you may, with their permission, choose to trade with them instead unless they are of the opposite alignment (Good vs. Evil). A trade may consist of any number of exchanged Bags of Gold, Objects, Followers, and/or Spells. At least one of these things must change hands. If the Players cannot agree on a trade, the moving player must then choose a different option (ie either attack a character or encounter the space). If a trade is made, that counts as the Character's encounter for the turn – they do not afterwards get to encounter their space.
- Some cards now refer to the granting of a wish. Whenever a Player is granted a wish, they may choose one of the following:
 - Healing to their starting quota of lives.
 - 1 Life.
 - 1 Strength.
 - 1 Craft.
 - 3 Golds.

- Their full complement of Spells. (Thus, if their craft is 6, they would receive 3 Spells – even if they were already holding some).
- A teleport to any other space in that Region.
* Any one Object in the purchase deck.

2.1 AMAZON

- 1: If your roll two dice for this, you add them. You can't use this ability in the Dungeon.

2.2 CENTAUR

- 2: You may add up to 1 to the number. This ability cannot be used in the Dungeon.
- Replace #3 with: You begin the game with a short bow.
- 5: ...will become your Follower and add one to your Strength in combat.

2.3 CONJURER

- Replace #2 with: If you have no Spells at the start of your turn, you may draw one.
- * DARK ELF:
- 2: ...or 1 Craft point if you take a Life. If the loss of the Life is prevented, the loss of Strength or Craft is prevented as well.
- 5: you may reject the first Dungeon card you draw – discard it and pick another.
- 6: You may add 1 when you roll at the the Throne of Destruction.
- 7: You may use Psychic Combat when you attack a Character.

2.4 DRAGON PRIEST

- Change #2 to allow the priest to "take a Spell card and a Strength point by trading in seven points of Enemy cards."
- Substitute for #3: You may treat the Sacrificial Stone, Altar of Dread and Black Temple as identical to the Temple space.
- 6: You may add 1 when you roll to invoke the Spirits.

2.5 DRAGON RIDER

- Change ability #2 to +2 against Dragons.
- Change ability #3 to allow the Dragon Rider to roll two dice and use either (not necessarily the higher one).
- 4: You are not affected by the Siren.

2.6 DRAGON SLAYER

- Replace #4 with: You may add to your Strength in combat the number of Lives you were below you maximum at the start of that Combat.

2.7 ELF

- 4: You are not affected by the Siren.
- 5: You begin the game with a short bow and a quiver.
- 6: You may add an additional point to your Strength in Combat when you fire a bow.

2.8 DRUID

- 3: When on a Runes space, add the combat bonus to Enemies to your Strength and Craft.
- 4: When you land on a Runes space, you may draw a Spell.
- 5: When you land on the Cursed Glade, you may heal 1 Life.

2.9 DWARF

- 3: The bonus may also be used at the Treasure Chamber.
- 6: You are also unaffected by the Siren.
- 7: Your Strength and Craft are increased by 2 while in the Dungeon.
- 8: You may choose to ignore any Spell (other than Command) that is cast on you.

2.10 GHOUL

- 4: You are not affected by the Siren.
- 5: You may add 1 to your roll at the Tomb.
- 6: You may ignore Dice with Death.
- 7: When you invoke the Spirits, do not roll. Instead, pick one of the outcomes.

2.11 GLADIATOR

- 2: ... You cannot Train any Follower who can affect your Strength or who can fight ...

2.12 HALFLING

- 3: ...beaten by at least 3 points in combat or ... only beaten by 2, then ...
- 5: You may evade Enemies in the Dungeon.

2.13 HIGHLANDER

- 4: You start with six lives. You may heal up to six, rather than the normal four lives.
- 5: When using the Two-Handed Sword in combat, add three to your strength instead of two.

2.14 HOBGOBLIN

- 2: You may take Goblins and Hobgoblins as Followers.
- 3: You get this ability with Ogres, not Hobgoblins.
- 5: Whenever you must draw Dungeon cards, you may draw one more than necessary and discard one of your choice.
- 6: You start with 5 Lives. You may heal up to a total of 5 Lives.

2.15 KNIGHT

- 4: If you ever have more than 2 Bags of Gold, you must immediately discard the excess.

2.16 INQUISITOR

- 2: ...imprison him. He loses a turn.
- 5: You need only reveal cards you draw or possess when they have some effect. You must report whether a card is a Follower or an Object. Cards must be shown if placed on a space or discarded.

2.17 LEPRECHAUN

- 3: Whenever you roll for movement, use a six-sided die and halve the result (round up). If you rolled a natural 6, you may, instead of moving normally ... in the same region. You may not teleport in the Dungeon.
- 5: You never involuntarily lose Gold. If turned into a toad, your Gold reappears afterward.

2.18 MARTIAL ARTIST

- 3: You gain one point of Strength or Craft (your choice) for every 5 Strength points of Enemies that you defeat.
- 4: You never smash your head with the Morning Star.
- 5: If you use no weapon, you may add one to your Strength in Combat.

2.19 MERCHANT

- 4: When you visit a place or Stranger that sells nonmagical Objects, you may also trade ... of your own. At the Flea Market, you must first roll for availability.

2.20 MINOTAUR

- 5: You start with five Lives. You may heal up to five, rather than the normal four Lives.
- 6: If you start your turn on the Maze, you may choose to go to any space in the same region instead of rolling the die.

2.21 MINSTREL

- 2: ...you may not Charm another unless you have lost the last one.
- 5: When you land on the Tavern, you may pick any outcome instead of rolling the die.
- 6: You may stay the night at the Inn for free.

2.22 MONK

- Change the starting Craft to 5.
- 1: You may use your Craft instead of Strength.
- 3: You may not use any armor or weapon other than a flail, sling, mace, or staff.

2.23 NECROMANCER

- 4: ...you cannot Charm another unless you've lost the last one.
- 5: You may attack other Characters in Psychic Combat.
- 6: When you invoke the Spirits, do not roll a die. Instead, pick any of the outcomes.

2.24 ORC

- 3: Add the two dice when determining your move.
- 5: In the Dungeon, you may add one to your roll for movement.
- 6: You start with five Lives. You may heal up to five, rather than the normal four Lives.

2.25 PILGRIM

- 3: ...becomes your bodyguard (Follower) and will add its Strength to your in Combat if you so choose ...at any one time. After use, the bodyguard is discarded.
- 4: After rolling the die when praying, you may add one to the score.
- 5: You are immune to diseases and involuntary Followers.

2.26 PIRATE

- Replace #3 with: When using a Raft or Boat, you may land on any space on the river.

2.27 PRIEST

- 2: You may add up to 2 to your prayers.
- 3: Change to "You automatically defeat any Spirits in Psychic Combat."
- 4: Change to "You may not use any weapon in combat except a flail, sling, quarterstaff, or mace."

2.28 PROPHETESS

- Erase #2.
- 3: Does not work with Dungeon cards.

2.29 QUESTING KNIGHT

- Replace #2 with: When you defeat a Dragon, gain a Craft (in addition to the experience).
- 4: You may, instead of your normal turn, choose to pray (as per the Chapel).
- 5: You may add one to your roll whenever you pray.
- 6: When you complete a quest, you get a wish in addition to the normal reward.

2.30 RANGER

- Erase #2.
- 5: Instead of taking your normal turn, you may set or remove a snare. Any other Character who enters a space with a snare misses their next turn. Use any marker to represent the snare. Only Craft/2 (round up) snares may be placed on the board.
- 6: Instead of rolling for movement, you may track any Character in your Region (but not the Inner Region or Dungeon) within 1 to 3 spaces – move to that space.

2.31 ROGUE

- 2: ... take one Spell from them; take a random Spell from their hand. You may keep the Spell, discard it, or return it to your victim (even if it is Mental Block).
- 3: The bonus applies to the Enchantress, Tavern, or Witch.
- 4: You may enter the Crown of Command space with unrevealed quests. You may not choose to take more than 6 quests at one time.
- 5: You may beg (take) 1 Gold whenever you land on the City, Village, or Temple.

2.32 SARACEN

- 1: ...in the Desert. Instead, draw a card (unless one is already there).
- 3: Change the table so: 1-3) 3 Gold, 4-5) 2 Gold, 6) 1 Gold
- 4: Instead of selling a Follower, you may trade it for any Follower in the discard pile.
- 5: At the Oasis, you may draw to a total of 3 Adventure Cards.

2.33 SAMURAI

- Change #1 to: ...you may fire a bow at a Character or face up Enemy (not Spirit) up to 3 spaces away ... If you win, the Enemy is killed (you can keep it towards Strength) or, if a Character ... Change #2 to: ...against their Strength in Combat. (erase the rest)
- 3: You begin the game with a long bow and a quiver.

2.34 SATYR

- Change Strength to 3.
- 2: This works on Characters that are no more than (your Craft) spaces away.
- 3: ...must remain in the same Region, however. You decide if they interact with the space they land on. In any case, they lose their next turn. This ability may not be used on the Crown of Command space.

2.35 SOLDIER

- 3: ...City space. You may not replace them if you have turned them into Gold.
- 4: You may evade the Sentinel.

2.36 SPRITE

- Change #3 to: If you have less than two Spells at the start of your turn, you may draw until you have a total of two. 5: You are not affected by the Siren.

2.37 SPY

- 1: Remove the restriction of hideable Strangers.
- Change #2 to: ...he or she moves to. You encounter that space after they have. You may choose to attack them.

2.38 SWORDSMAN

- 2: ...weapon is dropped at the start of Combat – the card is placed on the space where Combat takes place, ...
- 3: You may parry whenever you are armed in a Combat. This allows you to add 4 to your Combat score ...

2.39 THIEF

- 3: When encountering multiple cards, you may encounter them in any order you choose.

2.40 TROLL

- 2: You are not affected by the Siren.

2.41 VALKYRIE

- Replace #4 with: You may take a Spell whenever you defeat an Enemy in Combat.
- 5: You may resurrect any other Player's lost Follower and take them for yourself.

2.42 WARRIOR

- 2: ... except when using a Greataxe, a Two-handed Sword, a Shield, a Staff, or a Morning Star.

2.43 WARRIOR OF CHAOS

- 4: Your alignment cannot be changed.

2.44 WITCH DOCTOR

- Change #2 to: You may turn in 5 points of defeated Spirits and gain one Craft.
- Change #3 so: It no longer works in the Inner Region. A cursed Character, when given a choice of spaces to move to by normal movement, must choose the one closest their curse's goal.

2.45 WIZARD

- Change #2 to: If you have no Spells at the start of your turn, you may draw one.
- 4: You may hold one more Spell than would normally be allowed with your Craft.

2.46 WOODSMAN

- Change #4 to: When using an axe in Combat, add an additional point to your Strength.
- 5: The Animal only adds its Strength to yours in Combat.

2.47 ZULU

- 3: When another Character lands on your space, you may ambush them (make an attack). The ambushed Character's turn ends after the attack.

3 Spells**3.1 ALCHEMY**

Change the title of Alchemy to Midas' Touch and add the following sentence to it: you may similarly turn Followers into Gold at 1 Gold per Follower.

3.2 BARRIER

...the Spell lasts until a Player on an adjacent space declares they are dispelling it. They miss 2 turns, after which the Barrier is removed.

3.3 BRAINWAVE

double the recipient's Craft (rather than add their starting Craft).

3.4 FIREBALL

before your move, you may cast this Spell on any one Character or Enemy in your Region. That opponent is attacked with a Strength or Craft (your choice) equal to your Craft. It may not be kept as experience, nor may any Enemy it defeats.

3.5 HEX

cast at any time on any held Object. Place this card on it to indicate the Hex. Thereafter, that Object may not be carried by an Object or Follower. It may be lost only if it is destroyed or used up. If the Object opposes the owner's alignment, it is destroyed and the owner loses a Life.

3.6 REFLECTION

the Spell acts as if the caster had played the Spell on themselves.

3.7 SPELL TURNING

you determine how the Spell acts, as if you had cast it.

4 Finals

Before the game begins, the scenario must be decided (either by consensus or die roll). Here are the three scenarios:

4.1 CROWN OF COMMAND

This scenario will result in the longest game. The rules for the Crown of Command are changed to the following:

- You must attack another Player if there are any here.
- Otherwise, you must cast the Command spell. Roll one die:

1-4: No effect.

5-10: All other Characters lose 1 Life.

11+: All other Characters lose 2 Lives.

- If you roll an unmodified 6, all future rolls on this table which you make may add 1. This is cumulative.
- Any Spell to counter or turn the Command spell must be cast before the die is rolled.

4.2 DEMON LORD

This scenario is generally slightly longer than Dragon King. Use the rules presented in the "Dragons" second edition expansion set, but substitute a Craft 12 Demon for the Strength 12 Dragon. Special Abilities against Spirits will not work on the Demon Lord.

4.3 DRAGON KING

This scenario is the shortest of the three. Use the rules presented in the "Dragons" second edition expansion set.

5 Adventure Cards

Shuffle in the City cards with the Adventure deck. This will, of course, result in some cards with obviously different backs, but I haven't found this to be a problem. You might want to slightly alter the text of a few of those City cards to reflect that fact that they're no longer in the City.

5.1 ANGEL

change him to a Follower. The Angel will not follow an Evil Character. If you lose your last Life while she is your Follower, the Angel dies in your place.

5.2 AMULET

Spells other than Command do not affect you even if you wish them to. Your Objects and Followers are also immune to Spells. No Spells may be used to evade you.

5.3 ANCIENT ARTIFACT

a roll of 6 results in a cumulative +1 to all future rolls with the Artifact.

5.4 ARCHER

with the Archer as a Follower, you may discard a quiver and add 3 to your Strength in one round of combat. This does not prevent you from using your own missile weapon.

5.5 ARENA

you may fight: If an Enemy is in the arena, you fight it. Otherwise, draw and discard Adventure cards until you pick an Enemy. Ignore any reference to placing the Enemy on another space. Enemies in the Arena add 2 to their combat roll. If you win, gain 1 Gold per 4 Strength or Craft of your Enemy (round up). If you do not win, place the Enemy below the Arena – it is inside the Arena, not in the space. You may not evade Enemies in the Arena.

5.6 BAND OF ZOMBIES

...if you lose or tie a Zombie, all four spring back to life. The Zombies may not be taken as Followers.

5.7 BERSERKER

change him to a Follower. While the Berserker is your Follower you may add either 1 or 3 to your Strength in Combat. If you add 3 and lose the Combat, you must discard the Berserker.

5.8 BOOK OF SPELLS

instead of your normal turn, you may take your full complement of Spells from the Spell deck. You must then miss your next turn, as well.

5.9 CAVE

a roll of 5 gives 2 Gold, and a roll of 6 gives 4 Gold.

5.10 CENTAUR

...it were your movement. If the roll is a 3 [on a 5-6 if you are using 6 sided dice], the Centaur then ...to the discard pile. Otherwise, the Centaur returns to the space from which he came.

5.11 CHINESE DRAGON

Magic Objects lost to the _Dragon are dropped on its space. Experience from the Dragon may be used towards either Strength or Spells.

5.12 CLOUD DRAGON

Before Combat, roll one die for each of your Objects. On a six, it is blown 1 to 6 spaces counterclockwise (roll a die).

5.13 CONCEALED POUCH

the pouch does not count as an Object, although what it carries still does.

5.14 CROSS

you automatically defeat all Spirits except Elementals, Eyes, Sirens, Gremlins, and Harpies without resorting to Psychic Combat.

5.15 CROWN OF DOMINATION

you may use this crown on another Character instead of attacking them. Roll two dice. If the total is less than or equal to your Craft, you may take one Follower from them. Otherwise, there is no effect.

5.16 CURSED BY HAG

change her to a Follower. You may not lose her in any other way (ie other than visiting the Mystic).

5.17 DRAGON EGGS

all Dragons you fight add two to their total in Combat.

5.18 DRAGON PRINCESS

Change the text of one of the Dragon Princes to: You may evade the Prince by giving him a Spell (place it here). The Player that defeats the Prince may take any of his Spells (and discard the rest). Before Combat, the Prince casts a Spell on you (roll 1 die): 1) You become a toad. 2) Discard your Spells. 3) Lose a random Object. 4) Lose a random Follower. 5) Lose all cards held as experience. 6) You may not cast Spells, use Magic Objects, or use Special Abilities this turn.

- o Add to one of the Dragon Princes: Place 2 Gold here and he will not attack. (This ends your turn.) If he defeats you, lose a Life and place all your Gold here.
- o Change one of the Dragon Princes' text to: This Dragon has a craving for Doughnuts. Give him a set, and not only may you evade him, but he will also grant you a wish. Place the Doughnuts here until the Dragon is defeated, at which point they may again be purchased.

5.19 DRAGONSCALE SHIRT

in addition, you do not lose a Life if a Dragon or Wyvern breathes fire on you.

5.20 DRAGONSLAYER

if you lose a Combat with a Dragon, you must discard the Dragonslayer.

5.21 DRAGON SLEEP

a sleeping Dragon may not use special abilities (such as fire breathing).

5.22 DRAGON TEARS

while you have these gems, you may draw a Spell whenever you lose one or more Lives.

5.23 DRAGONWING CAPE

this cape allows you to double your die roll for movement after you have rolled the die. If you have the Horse...

5.24 DRUID

...will become your Follower if you are Neutral. While he is your Follower, you may evade all encounters with Enemies or Characters in the Middle and Outer Regions. If you are Good or Evil, you become Neutral, after which the Druid is discarded.

5.25 EARTHQUAKE

it causes cards to be discarded on a 1 to 3.

5.26 ENCHANTER

he grants a wish (rather than the shopping list of possibilities that are on the card).

5.27 FAIRY

she grants you a wish. Any Evil Player that encounters the Fairy is teleported to the space from which they started the game.

5.28 FAMILIAR

replace the two Cards you did not pick onto the Spell deck.

5.29 FOOL'S GOLD

Whenever you are allowed to purchase Objects, you may attempt to pay with the Fool's Gold. Roll 1 die: 1-2: You are caught: lose 1 Life. 3-6: You may take one available Object without payment. Regardless of the result, you must then discard this card.

5.30 GOLD DRAGON

If you are Good, you may evade the Dragon.

5.31 GOLDEN GAUNTLET

...but this Strength is tiring – your starting quota of Lives is reduced by 1 so long as you have the Gauntlet.

5.32 HARPY

Spirit (Craft 5). ...are left behind. The Harpy returns to where she appeared. Add 3 to your combat total if you are immune to the Siren.

5.33 HOLY GRAIL

you are immune to diseases, the Mental Block Spell, and involuntary Followers (such as the Strix or Poltergeist). If you have or draw any of these, they are discarded.

5.34 HORN OF HORRORS

you may pick any result at the Throne of Destruction instead of rolling the die. [The Throne is at the end of the Dungeon – see the section of changes to the Dungeon.]

5.35 HORSE

it may now only add one to movement. Remove the part that allows you to return to pick up Followers.

HORSE AND CART

it allow you to roll two dice for movement and take the larger of the rolls (not add one to movement).

5.36 JESTER

change him to a Follower. You may not lose him in any other way (ie other than visiting the Tavern).

5.37 IMP

change it to a Follower. The Imp will not follow a Good Character. As a Follower, the Imp adds 1 to your Craft, and allows you to draw an additional Spell when you draw 1 or more Spell cards.

5.38 INSTRUCTOR

this Trainer is happy to teach you for a price. For 4 Gold, you miss a turn and gain one Strength.

5.39 MAGIC ARROW

When you use a bow, you do not have to discard it or a quiver. The Archer may also fire arrows without discarding a quiver, but not during the same round that you use a bow.

5.40 MAGIC HARNESS

add 2 to your score in Combat when you have a captured Dragon.

5.41 MAGIC TANKARD

it not only makes you immune to Drunken Revelry, but allows you to heal to your starting quota if you draw that Event.

5.42 MAGICIAN

if you wish, the Magician will change a point of Strength into Craft or Craft into Strength for 1 Gold. You may not reduce either of your attributes below their starting levels.

5.43 MAP

you may add 3 to the roll in the Mines.

5.44 MARKET

add Doughnuts for 2 Gold.

5.45 MARKET DAY

...Players may trade Gold, Objects, Spells, and Followers until the end of this turn. The recipient of this card gets 3 Gold, but must, at the end of the turn, discard any Gold in excess of what they had before the Market Day began.

5.46 MULE

The Mule may carry up to eight Objects.

5.47 OUTLAW

...he gives you one Gold. The Outlaw then moves to the nearest woods space in this Region.

5.48 PEDLAR

he sells Doughnuts instead of Spells (still for 3 Gold).

5.49 PEGASUS

change him to a Follower. Pegasus will give you a ride from any space on the main board to any space in the Outer or Middle Regions. Animals and other Followers are left behind. You must afterward miss 3 turns as Pegasus grazes. Pegasus will not enter the Dungeon.

5.50 PHANTOM

it grants you a wish. Any Good Player encountering the Phantom loses 1 Life.

5.51 POLTERGEIST

change it to a Follower. You may not lose it in any other way (ie other than crossing water).

5.52 RAIDERS

...and steals all your Gold. They immediately stash it at the Oasis (place the tokens there) ...

5.53 RING OF COMMAND

...discard it after you have used the enslaved Dragon. If you lose the Ring, the Dragon is freed.

5.54 ROD OF RUIN

it affects only Characters in your Region.

5.55 RUNESWORD

it gives you a Life on killing Dragons, too.

5.56 SEA DRAGON

...is terrorizing this area and the Storm River. Rafts, barges, the ferry, boats, and water-walking may not be used unless the Sea Dragon is killed or evaded.

5.57 SECRET DOOR

...If you do, draw to a total of 3 Adventure Cards. These cards should be encountered as if they were in an entirely separate location from this space.

5.58 SERPENT

the Serpent is an ENEMY-Animal (not a Monster).

5.59 SHADE

lost Craft is placed on the Shade, adding to its total.

5.60 SHADOW DRAGON

if the Dragon wins, it gains a Life. It will remain here until it loses all of its Lives.

5.61 SIREN

Spirit (Craft 7) All players, except those specifically immune to the Siren, must land on this space when given the option to do so. The player is required to use Objects and Special Abilities (but not Spells or Followers) if they cause the Player to land here. Players immune to the Siren may choose to evade her.

5.62 SPHINX

...If you roll the number you picked, you get a wish. If you do not roll that number, lose 1 Life. The Sphinx will remain here until someone rolls the number they had picked.

5.63 TOMB

a roll of 5 gives 2 Gold, and a roll of 6 gives 4 Gold.

5.64 TAXATION

all Players must discard half (round up) of their Gold.

5.65 VAMPIRE

the Craft is also put on the Vampire, increasing its Craft.

5.66 VAMPIRE BATS

if the Bats roll a six for movement, you may keep them for experience, instead.

5.67 WAND

if you have no Spells at the end of your turn, you may draw one.

5.68 WARHORSE

you may add only half of your Craft (rounded down) to your Strength. If you lose when using the Warhorse, you lose a Life and the Warhorse.

5.69 WINGED BOOTS

1: Roll a six-sided die for movement. Whenever you roll a natural 6, you may choose ... and add half the result (round up) to 3 for your movement... [If you're not using 3-sided dice for normal movement, don't change the text.]

5.70 WIZARD'S TOWER

...4-6: Sold a magic card. You may look through the magic deck and take one Magic Object for the price listed on the card.

6 Board Squares**6.1 CITY**

Do not use the City board. Add the following location to the City: Take Job: gain 1 Gold and miss your next turn.

6.2 DUNGEON

Use the Dungeon board.

6.3 TAVERN

if you start your turn here, you may go to the Dungeon Entrance as your next move.

6.4 VILLAGE

Corral: you may buy a Mule for 4 Gold.

To the Blacksmith's inventory, add the following items:

- Quiver: 1 Gold
- Short Bow: 2 Gold
- Long Bow: 4 Gold
- Two-handed Sword: 5 Gold
- Greataxe: 6 Gold
- Kite Shield: 5 Gold
- Plate Mail: 7 Gold

6.5 RUNES

On the three Runes spaces and on the Cursed Glade, you draw to a total of 2 (not one) card. (If there are two Enemies on the space, the bonus to Strength/Craft applies to each.)

6.6 WARLOCK'S CAVE

You may go on a quest. If you choose to, draw a quest card. Keep the card hidden. When you have completed the task described on the card, you may reveal it. You may exchange your revealed card with a Talisman whenever you wish to do so; instead of your normal turn, move here and take the card. You may not enter the Crown of Command space if you have an unrevealed quest. You may pay the Warlock 2 Gold to replace your quest with another when you are on this space. [I like the Quest Cards, but adding them to the game significantly slows things down (I estimate by about 15 minutes per player).]

The quest cards are:

- Defeat another Character in combat.
- Lose a point of Craft.
- Give 3 Magic Objects and/or Spells to the Warlock.
- Discard 9 points of experience. (This may be done at any time. You do not receive Strength or Spells for the discarded experience.)
- Possess 21 points of experience cards.
- Defeat a Dragon.
- Lose to another Character in combat.
- Change your alignment.
- Give any kind of body Armor to the Warlock.
- Possess a weapon, body Armor, a Shield, and a Helmet.
- Have only one Life.
- Have five Lives.
- Visit Dice With Death or the Vampire's Tower.
- Give Doughnuts to the Warlock.
- Give 2 weapons (this includes missile weapons) to the Warlock.
- Have no Objects. (While you have this quest, you may not drop objects at the Warlock's Cave.)
- Lose a point of Strength.

- Give 5 Gold to the Warlock.
- Possess 12 Gold.
- Give 2 Animals and/or Followers to the Warlock.
- Visit the Treasure Chamber.

Note that you must visit the Warlock's Cave space in order to deliver items to him.

7 Advance Characters

7.1 HIGH MAGE

- Ignore the listed starting space and alignment.
- Replace #2 with: If you have no Spells at the start of your turn, you may draw one.
- Erase #3.
- Replace #4 with: You only become a toad for 1 turn.
- KING'S CHAMPION
- Replace #6 with: You become good when you are made King's Champion.
- Replace #8 with: If you encounter a Bandit, the Outlaw or Raiders, you may take them as...If you bring them to the Castle, the King ...

7.2 MASTER THIEF

- Erase #3,4,7,and 9
- 2): Your starting quota of lives is increased by one.
- 6): (as per the card, but only a neutral or evil player may take the Master Thief from you.)
- 10): You may steal from any location offering non-magical objects, Roll a die ... lose 1 life. At the Flea Market, you must first roll for availability before stealing.

7.3 SHERIFF

- Ignore the listed alignment.
- Change the starting space to the Castle.
- Replace #2 with: You may be healed free at the Castle.
- Erase #3.
- Change the reference in ability #4 to the Trainer.

- Change #5 to: When in the outer region, you may move to the City without rolling the die.
- Change the discounts in #7 to apply to all items except quivers that are offered at the Blacksmith in the Village.

8 City Cards

8.1 AIR ELEMENTAL

...has blown over here. It whisks itself and you into the nearest Fields or Desert space in this Region. You must then encounter that space. It will remain there until defeated.

8.2 BAKER

when this card is drawn, place it on the Village...A Baker has set ...

8.3 BARTERER

When this card is drawn, place it on the Castle. A market trader ... You may swap any one Object you have for any Object in the purchase deck of equal or lesser value (as printed on the cards). If no value is on a card, it may not be traded.

8.4 BROKEN SWORD

...take it to the Blacksmith in the Village, pay 1 Gold and you may replace it with any weapon in the magic deck (if available).

8.5 BUTCHER

a Butcher is selling Dragon Bones in the Village. Place this card there when it is drawn. You may buy them for 1 Gold each, one set per customer...

8.6 DAMAGED ARMOR

...take it to the Blacksmith in the Village, pay 1 Gold ...

8.7 DOG PACK

if you win some, but not all of the Combats, the number of dogs is reduced, but you may not count any toward Strength. The dogs may never be taken as Followers.

8.8 DRUNKEN REVERLY

lose a turn. Discard any Enemy cards you are holding as experience. Next turn, before you move ...

8.9 FESTIVAL

All Players are immediately healed to their starting quota of Lives. Remove all Strangers from the board. The Sentinel may be evaded by any Player for one round. The City, Village, Tavern, Chapel, Castle, Temple, and the Warlock's Cave are closed for one turn – treat those spaces as blank.

8.10 FIRE ELEMENTAL

the destruction of Objects occurs even if they are on (or are) an Animal or are carried by a Follower.

8.11 GAMBLER

change him to a Stranger (4), and specify that losing in Psychic Combat ends your turn.

8.12 GAMEKEEPER

You may choose not to use the Animal, thus keeping it for a later combat.

8.13 GREMLIN

Objects are no longer teleported to City spaces. Instead, the Objects reappear on randomly chosen spaces in your Region.

8.14 ERRAND BOY

...up to 2 spaces away to fetch any one upturned Object which is not with an Enemy or Stranger. This may only be done at the end of your turn.

8.15 HORSE THEFT

apply to all Mules, Horses, and Horse and Carts (except for those with Urchins, or stabled mounts).

8.16 LIBRARY

a 3-5 causes you to gain a Spell. Results 1,2 and 6 are not affected.

8.17 MUMMY

...you will lose 1 Strength until at minimum. You may only be cured by visiting the City Doctor ... till then. Curing restores your lost Strength.

8.18 PRESS GANG

if you lose: lose 1 Life, go to the City, and miss 3 turns.

8.19 RECRUITMENT

1 (when drawn), 6 (when encountered). A levy ... is taking place. Put this card on the City when it is drawn. Any Player may join. If you do, roll 1 die. You lose that many turns, but gain 1 Strength and 2 Gold. On a roll of 1, Recruitment is discarded.

8.20 URCHIN

... you leave in the space. No other Character may take the Objects (or the Urchin) while they are guarded.

8.21 WATER ELEMENTAL

the drowned Follower is chosen at random. You do not lose a Life to the Elemental unless you have no Followers.

8.22 WISHING WELL

...Pay 1 Gold and declare whether you are wishing for a Craft, a Strength, or any item in the purchase deck. Then roll a die: 1-3: A Craft. 4-5: A Strength. 6: Any purchase card. If the result matches your wish, the wish is granted.

9 Purchase Cards

9.1 CANDLESTICK

While you carry the Candlestick in the Dungeon, you may roll twice for movement and take either number as your roll.

9.2 DOUGHNUTS

you may eat them at any time and either add 3 to your Strength for the duration of that turn, or heal 1 Life. Discard the Doughnuts when they are used.

9.3 FISHCAKES

Brain food! You may eat this Fishcake at any time and add 2 to your Craft for the duration of that turn. Discard when used.

9.4 HORSE

you may only add one (not up to three) to movement. Erase the statement about returning to Followers that have been left behind.

9.5 HORSE AND CART

you may roll two dice and use the larger of the two (not add one to movement).

9.6 KITE SHIELD

prevent any missile weapons from affecting you.

9.7 LONG BOW

this Bow will increase your Strength by 3 in any one round of combat. You must then discard either this Bow or a Quiver card.

9.8 MULE

the Mule may carry up to eight Objects.

9.9 QUIVERS

these arrows may be used with any Bow. Two quivers count as only one Object when determining how much you can carry.

9.10 SHORT BOW

this Bow will increase your Strength by 2 in any one round of combat. You must then discard either this Bow or a Quiver card.

9.11 WARHORSE

you may add only half of your Craft (rounded down) to your Strength for one round of Combat. If you lose a Combat in which you used the Warhorse, you lose a Life and the Warhorse.

The cards now have a base cost written on them. This base cost is used by a number of Adventure Cards (the Barterer, the Black Market, and the Flea Market). Note that, in many cases, the actual sale price of an item will not be the cost listed on the card.

- Mule:3
- Horse:4
- Warhorse:6
- Horse and Cart:6
- Helmet:2
- Full-Face Helm:3
- Shield:3
- Kite Shield:5

- Armor:5
- Plate Mail:7
- Long Bow:4
- Short Bow:2
- Quiver:1
- Sword:2
- Two-Handed Sword:5
- Axe:3
- Greataxe:6
- Doughnuts:2
- Fishcake:1
- Candlestick:2
- Raft:3
- Water Bottle:1
- Dragon's Bones:1

10 Magic Cards

These cards are only available when specifically mentioned on an Adventure Card, such as the Magic Shop, the Haunted Mansion, or Tales of Treasure. The costs mentioned here are used when purchasing Magic Items at the Magic Shop. The costs are purposefully low – the real challenge is finding a place that will sell them. All of the card here are, of course, Magic Objects.

10.1 AMULET OF PLANES

(Cost=4): instead of your normal move, you may teleport – roll 2 dice and add your Craft: 3-5: Graveyard 6-7: Chasm 8-9: Chamber of Darkness (in Dungeon) 10-11: City 12-13: Castle 14-15: Warlock's Cave 16-19: Your choice of the above 20+: Your choice of the above or Dice with Death

10.2 AMULET OF YENDOR

(Cost=1): this amulet grants nothing to its wearer.

10.3 AQUA REGIA

(Cost=2): while you have this bottle, you may discard Cold at any time. For each that you discard, you may draw a Spell.

10.4 BAG OF CARRYING

(Cost=2): This magic bag allows you to carry up to five extra Objects, although it does not count as one Object, itself.

10.5 DECK OF MANY THINGS

(Cost=2): you may use the deck at any time. When you use it, you may draw 1 Adventure Card at a time as many times as you like, so long as you draw no Events. If you draw an Event, discard all of your draws. When you have drawn enough, place the cards on your space and encounter them. At the end of these encounters, this card and any cards you drew that are still on the board are discarded.

10.6 HELM OF LEADERSHIP

(Cost=3): when you defeat another Character in combat, you may take a Follower rather than an Object, Gold, or Life.

10.7 HELM OF TELEPATHY

(Cost=2): while you have this helm, you may:

- 1) View any Spells held by other Players.
- 2) View any quests held by other Players.

10.8 HOLY DEFENDER

(Cost=3): no Evil Character may take this weapon. While you have it, you may add 1 to your Strength in any Combat in which you use it. When defending against an attack by another Player, you may add 5 to your Strength, instead.

10.9 LIVING SWORD

(Cost=4): you may add 4 to your Strength in Combat if you use this weapon. However, if you do so, you may not gain any experience from that battle.

10.10 MYSTICAL DEVICE OF FEWER TWOS

(Cost=2): whenever you roll six-sided dice, you may count each die that shows a 2 as a 3, instead.

10.11 MITER OF HOLINESS

(Cost=4): you may add one to your roll when you pray.

10.12 NECKLACE OF TOAD PREVENTION

(Cost=4): while you have this necklace, you cannot be turned into a toad.

10.13 POTION OF WILL

(Cost=3): You may drink this potion at any time. When you drink it you may change your alignment to the alignment of your choice. You must discard this potion after it is used.

10.14 RING OF REGENERATION

(Cost=5): whenever you roll for movement, use a six-sided die and halve the result (round up). If you rolled a natural 6, you heal a Life. If you are allowed to roll multiple dice, only the first die rolled counts for this purpose. [If you're not using 3-sided dice for normal movement, don't halve the result.]

10.15 SACRIFICIAL DAGGER

(Cost=4): no Good Character may take this weapon. While you have it, you may:

- 1) Add 1 to your roll at the Altar.
- 2) Halve your total Strength in combat (round up).

If you win a Combat in which you used this dagger, you may double the experience if you turn it in immediately.

10.16 SCARAB OF PROTECTION

(Cost=2): whenever you lose one or more Lives for any reason, roll a die. If you roll a 6, the Scarab has protected you and you lose one fewer Lives.

10.17 SCEPTRE

(Cost=6): if you roll an unmodified 5 when casting Command, you may add 1 to all future rolls for the Command Spell. These additions are cumulative.

11.1 BAG OF GOLD

change both of the Bag of Gold cards to give 2 Bags, each.

11.2 CHEST

you receive 5 (not 3) Gold from it. The possessor of the Key may open it automatically.

11.3 DOG

you must take this dog as a Follower. You may never abandon it. Any Animal you encounter will be scared off ...

11.4 LIVING STATUE

add: any Magic Weapon that adds to Strength may kill the Living Statue.

11.5 SECRET PASSAGE

at the start of your next turn, you may choose to go through the passage instead of your normal move. The passage leads to the space bordering this one but separated from here by a wall. If there is more than one such space, the passage leads to the one nearest the entrance.

11.6 SLAVER

add: the Saracen's Followers are not captured. Instead, the Slaver will become his Follower and add one to his Craft.

11.7 THRONE OF DESTRUCTION

You may destroy (discard) any card held by a Character or on the board which is of the following type: (roll 1 die) 1: Any Enemy 2: Any Place 3: Any Stranger 4: Any Object except a Talisman 5: Any Follower 6: Your choice of 1-5, above

11 Dungeon

Note that there is now an entrance to the Dungeon below the Tavern. Whenever a Player exits the Dungeon, they may appear at any Dungeon Doorway, or at the Tavern. Dungeon Doorways may now be affected by the Destruction spell.