

Anarchy in the Village



After “Night of Tiamat“, ”Anarchy in the Village“ is the second Event-Expansion for Talisman 2nd edition made by Carsten Both. It will occur only on the Village board and be about the chaos in the streets after murdering of the Noble Squire.

Start:

The expansion starts by drawing the Adventure- or City-card “Anarchy”.

The Noble Squire in the Village has been murdered. Chaos spread by Bandits, Outlaws and Dragon-Cultists fills this lawless area. The expansion “Anarchy in the Village” has started. You have to draw Anarchy cards instead of City cards in the Village. The expansion will end by drawing the “Royal Army” or “Night of Tiamat” Event cards.

A member of the Anarchist Guild has got the job to kill the Noble Squire in Village. He has done his job with accuracy and without any delay. After murdering the Squire, the Village falls in Anarchy fuelled by the Dragon-Cultists. The mob travels plundering, demolishing and murdering through the streets. Place the “Anarchy” card on the house of the murdered Noble Squire. Entering the Village has become more dangerous than before.

Modifications:

- Instead of drawing City cards you have to draw the new Anarchy-cards.
- The Law of the City is no longer active. Breaching the Law will no longer be punished.
- The house of the Noble Squire is closed. You cannot enter it (Exception County of Basilisco)

Endings:

The expansion can be ended on two different ways.

1. By drawing the card “Royal Army”. The King is appalled about this situation and sends his army to end the chaos in the streets. The army will enter the Village and control the streets and houses. All cards in Village have to be discarded. The army also tries to arrest any character in the Village. If a character loses the combat against them (Strength 9) he will be arrested and have to go to be Judged in the City. If he wins the combat or the result is Stand-off, he has to take a Warrant.
2. By drawing the card “Night of Tiamat”. The Dragon Cultists have assured their domination in the Village and City. The King has been arrested. Now you have to draw normal City cards, but the Anarchy cards will remain on the Village board. The card “Anarchy” will be taken from the House of the Noble Squire. A new cultist-friendly noble will move into his cottage. If the Cultist-High-Priest is killed in the City, you have to clean up the village board and take all Cultist- or Anarchy-cards out.

Specialty “County of Basilisco“:

The card “County of Basilisco“ will change the expansion “Anarchy in the Village“. The former countess of Basilisco, who has supported the Dragon Cult for a long time, announces the free County of Basilisco. The Village secedes from the Royal Empire. This will not suit the King. Place the card County of Basilisco instead of Anarchy on the house of the Noble Squire.

The Countess of Basilisco has waited a long time for her chance. She moves into the house of the Noble Squire and announces the free County of Basilisco. Her first legal act is the adoption of “The Law of the Dragon”. Shuffle the Cultist cards into the Anarchy deck.

The Countess will establish the “Law of the Dragon“ (see rules for expansion Night of Tiamat). Take the Cultist cards and shuffle them into the Anarchy-deck. The streets in the Village are still dangerous, but this doesn’t worry the Countess. She will build up a new Chapel of Tiamat in the old Ruins of the Dragon-High-Temple. Any Believer of the Dragon Cult can pray and heal here like in the normal Chapel (outer region).

If you draw the “Royal Army” or the “Night of Tiamat” the rulership of the Countess will end. The army will behead her. The High-Priest of the Cultist will send her to the City for representative work. Both events will end her regime.

Specialty “Fall of the King“:

The card “Fall of the King” will place the Anarchy Expansion from the Village into the City.

The High Court has overthrown the senile King. Due to the chaos in the streets you have to draw Anarchy instead of City cards. The Sheriff and the Kings Champion must discard their Master Level Character. The reign of the Judge will end when a child of the King enters the City or Castle or by drawing the Events Night of Tiamat, Succession or Royal Army.

This Event has a small disfigurement. Not all Anarchy-cards fit 100% for using in the City. In general the event “Fall of the King” only plays in the City. The word “Village” should be replaced by “City”. Some of the cards have bigger changes:

- The **Countess Basilisco** occupies the Bank instead of the house of the Noble Squire. While the noble is living here you cannot use the Bank as normal, but you can pay her respects (same as the Noble Squire in Village)
- The object lost by **Plunder** will be found on the Guild’s Street near the Anarchist-Guild.
- The **Royal Army** will only enter the City. All cards in the City will be discarded. The Royal Army will only try to arrest characters which have made an offense against the City Law in this round. The King is very gentle and will give all other characters a general pardon.
- The **Baron’s Estate** will be played normal. The Trader will sell parts of the Royal Treasury instead of the Baron’s treasure. These cards will remain on his shop even if the army enter the City.
- The **Assassin** has not murdered the Noble Squire. He has killed one of the King’s Counsel. The High Court is still willing to pay the bounty.
- The **Village-Watch** is a City-Watch. It will be played as normal. They will attack any character in this street, except those who have started in the City or Nobleman. If you lose the combat, they arrest you like a normal Watch.
- The **Arson** occurs only in City-Shops. The table have to be changed into: 1: Stables, 2: Apothecary, 3: Armoury, 4: Magic Emporium , 5: Dr. Surgery, 6: Enchantress
- The **Noble Baroness** has been overtaken by the chaos while shopping in the City. She wants to be escorted to the Castle (Middle Region) or the Village.
- The **Villager** will be a citizen. He will be angry about the Cultist in almost the same manner as his rural double.
- The **Royal Yacht** sank at the Wharf. The characters have to dive there to find some Royal Treasury.

The event “Fall of the King” will not close any shops. Even the Royal Castle will still be open. The High Court is totally overstrained by ruling the land. Parts of the Watch are rebelling against the High Court and chaos and anarchy are growing. Nobleman will no longer have any benefits in the City. The King’s Champion and the Sheriff will lose their Master Level Characters. But the High Court can call other players to take this Master-Level-Character until their ruler ship ends.

If the “Night of Tiamat” ends the “Fall of the King”, all Anarchy cards will stay on the City Board. If the “Succession” will end the “Fall of the King”, everybody will be happy, but the Anarchy cards will be all discarded.

If “Fall of the King“ and „Anarchy“ will occur at the same time, you have to draw Anarchy cards from the same stack. The card “Royal Army” will end both Events. “Succession“ will only end the “Fall of the King” in the City.

Thanks:

I want to say thank you for everybody who helps to build up this Expansion; especially for the help of John Rosen, who gave me the sudden inspiration to begin the work. He also has made the card Dragon-Muse and helps me a lot in translation. The cards/ drawings Outlaws, Noble Baroness, Villager, Wild Bull and Lost Carriage are made by Sam Wallace. The drawing Royal Army is made by my son Moritz and the card „Fall of the King“ is made by my brother Arne. The Idea to sell Letters of Indulgence is born by Paul Rohde.

It’s a good feeling to have friends like them.

Carsten Both

c.both@nico-feuerwerk.de

