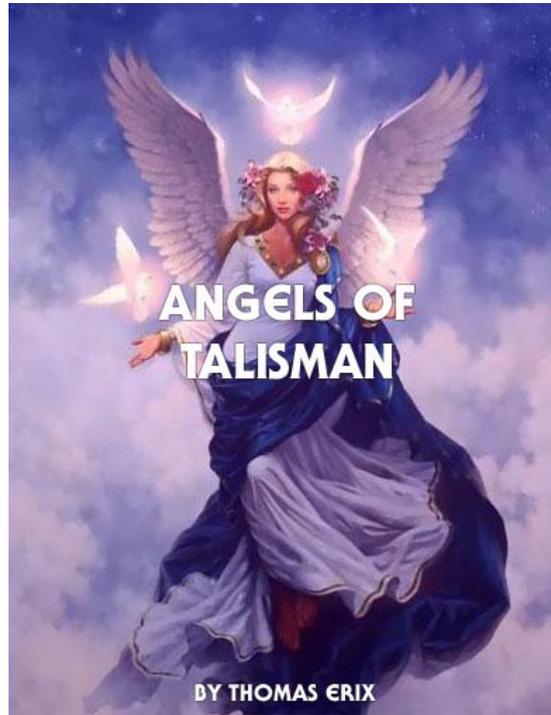


Angels of Talisman



Every summer when the weather gets hot they ride that road down from heaven on their Harleys, they come and they go...//Bruce Springsteen

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This set is mainly an add-on for the **Hell expansion** by Peter Hansson. You need it to use most of the cards.

Shuffle the cards into their respective decks.

NOTE: Remove Peter's original Battle Angel and use the card in this set instead.

NOTE: Make multiple Blessing cards, about 3-4.

The War of Good And Evil

There's a war outside still raging, you say it aint ours anymore to win...//Bruce Springsteen

The eternal conflict between Good and Evil takes a new turn as the forces of Good charges into Hell. The army of Angels will seek do defeat the dark denizens of the underworld and destroy their fiery dimension forever. Angels will also appear outside of Hell in never before seen numbers. In the midst of the war, the quest for the Crown goes ever on...

Characters

And she kissed me just right like only a lonely angel can...//Bruce Springsteen

- 1) The Fallen Angel and the Golden Angel characters cannot both be used in the same game, since they are considered two sides to the same character.
- 2) The Fallen Angel can only change Alignment and become Good if it becomes Blessed. Then take the Golden Angel character card instead.
- 3) The Golden Angel character can only change Alignment and become Evil if it acquires 6 Sin Points in Hell. Then take the Fallen Angel character card instead.
- 4) If you change Angel characters, you keep Strength, Craft, Lives etc from the previous Angel character.

Angel Strangers / Enemies

Laying here in the dark, you're like an angel on my chest...//Bruce Springsteen

- 1) Most Angels in Hell are Strangers, but if you are Evil they are considered to be Enemies and attack. An Angel that attacks a player uses either Strength or Craft depending on which is the player's weakest. An Angel has the same Strength as Craft, therefore it says Battle in the bold text. Only Angels with an indicated Battle number can attack/be attacked.
- 2) If you kill an Angel you gain 1 Sin Point.
- 3) Good and Neutral players benefit from Angels, and at the end of their turn send the Angel to attack Devils, Demons, other Enemies or Evil players (only if it is an Angel with an indicated Battle number). You may send the Angel to any level in Hell including Purgatory.
- 4) If an Angel is placed on a level in Hell where there is already a card (but not a Demon/Devil/Evil player or other Enemy that the Angel will fight, that other card is discarded and the Angel is alone at that level.
- 5) No cards are drawn on a level occupied by an Angel, except at the Shadow Angel and Arch Angel.



Angel Followers

The angel rides with hunch-backed children, poison oozing from his engine...//Bruce Springsteen

- 1) Angel followers will not join Evil players, or Neutrals who have attacked an Angel or has the Angel Slayer as his follower. If you have an Angel follower and become Evil (or attacks an Angel) the follower is discarded.
- 2) Angel followers will always leave you when you leave Hell, except, of course, for Angel followers acquired outside of Hell.

Neutrals

Sandy, the angels have lost their desire for us, I talked to them just last night and they said they won't set themselves on fire for us anymore...//Bruce Springsteen

Neutral players must choose wisely how to approach the Angels. As long as you do not attack them, you may benefit from their powers. But once you have made the choice to attack one, or if you pick up the An-

gel Slayer as your follower, the Angels consider you to be Evil and the ones who can will always attack you (though your Alignment doesn't change, you are just Evil in the eyes of the Angels.) Remember, if you kill an Angel you gain 1 Sin Point. The Runesword and other Evil items will be destroyed if you lose a Combat (or Psychic Combat) against an Angel.

Blessing

*And may the saints' blessing and grace That someday we'll drink from God's blessed waters...//
Bruce Springsteen*

If you lose your last Sin Point due to an encounter with an Angel, you are Blessed. Take a Blessing card and follow the instructions.

See the large card for complete instructions.

Angelic Spells

Show a little faith, there's magic in the night...//Bruce Springsteen

There are some new special spells in this set. Keep them in a separate deck. Whenever a Good player gains a spell he may choose to draw an Angelic Spell instead of an ordinary one. These spells are not reshuffled when they are used up, but can only be used once per game.

Closing Hell

Tonight this fool's halfway to heaven and just a mile outta hell...//Bruce Springsteen

Should there ever be Stranger-Angels and Follower-Angels on every space at the Hell board, Purgatory included, the forces of Good have won the war. Hell closes down and is used no more in the game. Ignore any instruction to go there.

Every player in Hell is teleported back to their starting space.

Angel cards in other expansions remain in the game and work as normal.

The Angel Slayer is discarded.

