

The Tavern

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1 Under New Management

The New Tavern is the hub of all social activity in the land of Talisman. A Character entering this space can now encounter a wider variety of individuals, far more than a simple die roll would allow. Now Characters can rub elbows with multiple Strangers, meet potential Followers, or maybe just pass out for the evening.

2 Starting the Game

Place the Drunken Farmer, Reveler, Helpful Wizard, Boatman, and Gamblers cards face down in the Tavern space at the start of the game.

3 Playing with the New Tavern

3.1 Encounters

Any Character in the Tavern space still rolls a die but instead of consulting the Tavern table he draws a number of Adventure cards equal to the die roll. All Strangers and Followers are placed face down in the Tavern space as well and the other cards are discarded. The Tavern cards are randomly shuffled and he draws one and encounters it.

3.2 Buying a Round

A Character that has encountered a Stranger or Follower in the Tavern may buy a round of drinks for 1 Gold and draw another card. He may buy cards and continue to draw cards as often as he wishes until he runs out of Gold or he draws the Reveler.

3.3 Special Notes

1. The Pirate and the Sawshbuckler still gain a +1 bonus to all die rolls at the Tavern.
2. The Prophetess can use her ability only the first time she draws an Adventure card at the Tavern each turn.