

# TALISMAN : ATLANTIS

## 1. General

- 1.1. The Lost City of Atlantis is hidden deep in the waters of the Archipelago. Within its walls, the race of Atlanteans worship the god Posiedon.
- 1.2. Atlantis is designed as an alternate ending to the Wizard's Tower. (It may also be used as a "regular" expansion, and rules are provided in a separate section to cover this scenario.) Characters hire a ship (or balloon) and enter the Archipelago, searching for four pieces of a map that will guide them to Atlantis. Once they find Atlantis, they must explore the Lost City and find the hidden Temple of Posiedon. The first character to find the Temple and defeat the High Priest wins the game!
- 1.3. Characters in Atlantis are never affected by Events in any other region. In addition, they may not be targeted by Spells cast by other players (and vice-versa).
- 1.4. Hirelings will NOT accompany you into Atlantis. You may take other Followers with you. The Hirelings stay with your ship, waiting for you in case you end your quest prematurely.
- 1.5. Atlantis cards are always discarded after you encounter them (i.e., they are not left on the board), regardless of the outcome.
- 1.6. Some of the hexes have Trident symbols. These hexes contain random buildings, one of which is the Temple of Posiedon.

## 2. Set-up

- 2.1. Place the Atlantis board off to the side of the Archipelago board.
- 2.2. Shuffle the Atlantis cards and place them face-down to form a draw pile.
- 2.3. Shuffle the 6 building hexes and place them face-down in a pile.

## 3. Movement

- 3.1. You may move to one adjacent hex as your move.
- 3.2. Movement in Atlantis may not be modified by Followers, Objects, special abilities, or Spells (except Teleport). If you cast a Teleport spell, you may move to any hex in Atlantis, to your ship, or to the Wharf.
- 3.3. Most of the hexes instruct you to draw 1 Atlantis card when you move onto the hex. Certain buildings have special instructions, and you must refer to these when you enter the hex.

## 4. Terminology

- 4.1. Banished – If you are Banished, you must return to your ship. If you do not have a ship, move to the Wharf. In order to re-enter Atlantis, you must once again collect the 4 pieces of the Map. (Refer to Section 5)
- 4.2. Imprisoned – If you are Imprisoned, move directly to the Courthouse. Follow the instructions in Section 7.4.

## 5. Entering Atlantis

- 5.1. Atlantis may only be entered by a character that has collected 4 pieces of the Map. However, certain Strangers (i.e., King Neptune and the Sea Elves) and one Treasure (the Compass) may allow you to enter the Lost City without the Map.
- 5.2. When you land on an island for the first time, you may draw a map piece after you resolve the Land Encounter card. You may only take one map piece per island (no matter how many times you visit the island), and may choose which piece to take. (Basically, a character has to visit at least 4 different islands to complete his Map.)
- 5.3. If you visit the fifth island, you do not get a piece of the Map (since you already have all four pieces). Instead, once you resolve the Land encounter card, you automatically find an Artifact.

## 6. Atlanteans

- 6.1. The inhabitants of Atlantis are called Atlanteans. They have certain special rules associated with them, as detailed below.
- 6.2. Psionic Powers
- 6.3. Each Atlantean has a psionic power. When you encounter an Atlantean, you must first fight a psychic combat against him. After the psychic combat, regardless of the outcome (unless you are Imprisoned), you then fight a battle against the Atlantean.
- 6.4. If you lose the psychic combat, the Atlantean uses its psionic power successfully (you do not lose a Life from the combat). If you win, the psionic power does not work.
- 6.5. You do NOT gain experience from defeating an Atlantean in psychic combat.

## 7. Special Locations

- 7.1. There are a number of special buildings in Atlantis, each with its own special rules. These are detailed below.
- 7.2. **Arena** – On your next turn, you must fight one Monster. The player to your right may choose the top Monster from ANY discard pile. Before the fight, roll 1 die and increase the Monster's Strength by the number rolled. If you win the battle, you may move normally on your next turn. If you lose or draw, you must stay here and fight a different monster next turn.
- 7.3. **Archives** – If you roll less than your Craft on 1 die, you may look at one face-down building.
- 7.4. **Courthouse** – You are detained by the Judges. Roll 2 dice and subtract your Craft to see how many turns you lose. Instead of being detained, you may go directly to the Arena and fight a Monster (see 7.2). You must decide whether to be detained or go to the Arena BEFORE you roll the dice to see how long you are detained.
- 7.5. **Guardhouse** – Draw 1 Atlantis card. If it is an Atlantean, fight it as normal. If it is any other kind of card, discard it. Continue to draw cards until you draw an Atlantean. If you lose the battle (not psychic combat) against the Atlantean, you are imprisoned. Move to the Courthouse immediately and follow the rules in 7.4.

- 7.6. **House of Healing** – You are restored to your starting quota of Lives. This occurs ONLY the first time you enter the hex. If you enter the hex again, you have no encounter.
- 7.7. **Nexus** – You may teleport to ANY space in the Outer or Inner Regions or the City, or to your ship. As an alternative, you may enter the Astral Plane. (Roll 1d6 to determine which entry hex you move to.)
- 7.8. **Statue of Posiedon** – You MAY petition the god for help. If you do, roll 1 die:
- 1 – He is angered by your plea and kills you!
  - 2 – He punishes you for your insolence. Lose 1 Life and your next turn.
  - 3 – Posieon rules that you are not yet ready to complete your quest. You are Banished.
  - 4 – He does not hear your request. There is no effect.
  - 5 – He hears your prayer and rewards you. Gain 1 Strength or 1 Craft (your choice) and restore to your starting quota of Lives.
  - 6 – He makes you his Champion. Take the High Priest title card. He also shows you the location of all buildings in Atlantis. (You must still defeat the former High Priest to win the game.)
- 7.9. **Temple of Posiedon** – You have reached the goal of your quest! You must fight the High Priest. He has a Strength and Craft of 12 each. You may choose to fight a battle or psychic combat. If you win, you win the game! If you lose, you are Banished from Atlantis.
- 7.10. **Tomb of Souls** – This is the resting place of all the fallen Atlanteans. When you enter the hex, you are assaulted by their spirits. Roll 1 die for each Follower. On a 1-2, the Follower is captured by the spirits. Discard the Follower.
- 7.11. **Tower of Thought** – this is the training ground where Atlanteans are taught to use their psionic powers. You may try to learn psionics as well. If you do, lose 1 Strength and roll 1 die for every point of Craft you have. If you roll any 6's, you succeed! From now on, you keep the cards of any Atlanteans you defeat, and you may use their psionic powers yourself.

## 8. Optional Uses for Atlantis

- 8.1. In place of the Wizard's Tower (without the Archipelago expansion)
- 8.1.1. The game is played normally, except for the following. Instead of leading to the Wizard's Tower, the Causeway space now connects to the Entrance hex of Atlantis.
  - 8.1.2. You must have a Talisman in order to pass from the Causeway to Atlantis.
  - 8.1.3. As in the "standard" rules for Atlantis, you still have to find the Temple of Posiedon and defeat the High Priest Alekes to win the game.
- 8.2. As a "regular" expansion (with the Archipelago)

- 8.2.1. As in the “standard” rules, you can only enter Atlantis after you have found the 4 pieces of the map, found the Sun Compass, or met with the Sea Elves or King Neptune.
- 8.2.2. If you find the Temple of Posiedon and defeat the High Priest, you become the new High Priest. Take the special High Priest card.
- 8.2.3. If the High Priest defeats you, you are Banished from Atlantis. Move back to your ship.