

Bartering Counters

Duane R. Haut II

1 Components

- 25 pelt bartering counters
- 25 meat bartering counters

2 Setting up:

Set the bartering counters aside near the rest of the Talisman counters until they are needed.

3 Gaining bartering counters:

Bartering counters can be gained any time you defeat a strength based enemy and kill it. You may choose to either keep the enemy for strength or gain bartering counters. You may only do one or the other. If you choose to keep it for strength, follow the normal Talisman rules. If you choose to gain bartering counters, you have as many points to use as the enemy had strength points. You may use these points to get bartering counters as shown in the table below:

Bartering Counter	Cost in Strength
1 pelt	4
1 meat	2

Tab. 1: Bartering Counter Cost

Extra strength points are lost. You may continue taking bartering counters until you expend all the enemy's strength or you choose to stop.

Bartering counters should be kept along with gold counters next to the character card.

Example: you kill an enemy with a strength of 7. You choose to take bartering counters instead of keeping it for strength. You have 7 points to take bartering counters. You choose 1 pelt which costs 4 points, leaving you 3 points (7 strength - 4 for pelt = 3 points). You take 1 meat which leaves 1 point which is lost because you can not gain anything for 1 point. Overall, you get 1 pelt and 1 meat.

3.1 Optional rule - bonus bartering counters:

Some creatures such as dragons and aliens have valuable pelts or exotic meats and therefore you get bonus pelts or meat from these enemies as defined by the table below:

Enemy Type	Bonus Counters
Dragon	1 extra pelt
Alien	1 extra meat

Tab. 2: Bonus Counters

The above bonus counters are added after you have taken counters for the enemy's strength.

4 Using bartering counters:

Bartering counters can be used in place of or with gold to make purchases and pay for services. The exchange rate is as follows:

- 2 pelts = 1 gold
- 4 meat = 1 gold

After using your bartering counters to pay for items or services, place them back with the rest of the unused counters of the same type.

Example: you wish to purchase a sword at the village for 2 gold. You decide to use 1 gold and 2 pelts (which are equal to 1 gold). Discard the gold and pelts and take your sword.

5 Additional notes:

- If a character is ever required to lose all his gold, bartering counters are not lost, they are only lost if the character is required to lose all his objects.
- Characters which are not allowed to have gold, may have bartering counters.
- Bartering counters which are dropped, are placed on the space where they are dropped just like gold is.
- For almost all cases except those stated above, bartering counters are just like gold.