

TALISMAN

**REALM OF
CHAOS**

RULE BOOK

GAMEBOARD

The Realm of Chaos **Region** is home to the Patron gods. This is an unstructured dimension of energy and unfocused consciousness. A mortal entering this realm would go instantly insane and turn into a hideous chaos spawn. Only with the protection of a Patron god can a mortal enter this realm, and even then he cannot be totally untouched by chaos. Even the slightest caress of the warp induces madness and mutation. The only way a Character can enter the Realm of Chaos Region is if he is summoned by a Patron god or he becomes a Demon Prince. Instead of rolling a die for your move, a Demon Prince Character may teleport from the Realm of Chaos Region to any board space and vice-versa. A Demon Prince Character may also lose a turn in the Realm of Chaos Region to gain 1 Life.

MOVEMENT

When passing from one Region to another, Characters may change the direction of their move on entering the new Region.

Example:

A Champion of Khorne starts his turn on the Altar of Khorne and rolls a 6 for movement. He passes through the Shrine of Khorne and continues his move through Troll Country, across the Ruins, and lands on the Tavern.

Movement Between the Outer Region and Outer Wastes:

1. The Outer Wastes and Outer Region can only be passed through the Ruins and Troll Country spaces.
2. Characters can continue their move if their die roll for movement is sufficient.

Movement Between the Outer and Inner Wastes:

1. If a Character begins their turn on their Patron god's Shrine, they may pass through their Patron god's Altar after they roll the die for movement.
2. A Character may pass from the Inner Wastes through their Patron god's Shrine to the Outer Wastes.
3. Characters may continue their move if their die roll for movement is sufficient.

Example:

The Demonologist starts his turn on the Altar of Slaanesh. He rolls a 6 for movement and decides to enter the Outer Wastes through the Shrine of Khorne. The only space he will be able to land on is the Bastion

Stair or Troll Country.

Example:

A Champion of Khorne starts his turn on the Shrine of Khorne. He rolls a 3 for movement and decides to enter the Inner Wastes. The only space he will be able to land on is the Chaos Wastes or Altar of Nurgle.

Example:

A Champion of Nurgle could not exit the Inner Wastes through the Shrine of Tzeentch, Khorne, or Slaanesh.

Movement in Timescape:

If you land on the Realm of Chaos space on the Timescape board, on your next turn you may teleport to any space in the Outer Chaos Wastes region.

BOARD LOCATIONS

Shrine of Khorne

Dark Offering: Sacrifice a defeated Enemy.

1. If Khorne is NOT your Patron god you must pay him tribute and sacrifice a Dark Offering or lose 1 Life.

2. If Khorne is your Patron god you may sacrifice a Dark Offering to Pray. Roll one die: Subtract 1 from your roll for each Mark of Chaos you own, and Add 1 to your roll for each Chaos Gift you own.

0-1: Turn into a Chaos Spawn. You lose the game.

2-3: You must make another Dark Offering or lose 1 Life.

4: You are ignored.

5: Gain 1 Strength.

6-7: You become a Champion of Khorne.

If you are already a Champion, gain 1 Chaos Reward of Khorne instead.

8: Gain 1 Chaos Reward of Khorne.

9: You become a Demon Prince of Khorne.

Shrine of Tzeentch

Dark Offering: Sacrifice a Magic Object.

1. If Tzeentch is NOT your Patron god you must pay him tribute and sacrifice a Dark Offering or lose 1 Life.

2. If Tzeentch is your Patron god you may sacrifice a Dark Offering to Pray. Roll one die: Subtract 1 from your roll for each Mark of Chaos you own, and Add 1 to your roll for each Chaos Gift you own.

0-1: Turn into a Chaos Spawn. You lose the game.

2-3: You must make another Dark Offering or lose 1 Life.

4: You are ignored.

5: Gain 1 Strength.

6-7: You become a Champion of Tzeentch .

If you are already a Champion, gain 1 Chaos Reward of Tzeentch instead.

8: Gain 1 Chaos Reward of Tzeentch.

9: You become a Demon Prince of Tzeentch.

Shrine of Slaanesh

Dark Offering: Sacrifice a Follower.

1. If Slaanesh is NOT your Patron god you must pay him tribute and sacrifice a Dark Offering or lose 1 Life.
2. If Slaanesh is your Patron god you may sacrifice a Dark Offering to Pray. Roll one die: Subtract 1 from your roll for each Mark of Chaos you own, and Add 1 to your roll for each Chaos Gift you own.

0-1: Turn into a Chaos Spawn. You lose the game.

2-3: You must make another Dark Offering or lose 1 Life.

4: You are ignored.

5: Gain 1 Strength.

6-7: You become a Champion of Slaanesh. If you are already a Champion, gain 1 Chaos Reward of Slaanesh instead.

8: Gain 1 Chaos Reward of Slaanesh.

9: You become a Demon Prince of Slaanesh.

Shrine of Nurgle

Dark Offering: Sacrifice a Strength point.

1. If Nurgle is NOT your Patron god you must pay him tribute and sacrifice a Dark Offering or lose 1 Life.
2. If Nurgle is your Patron god you may sacrifice a Dark Offering to Pray. Roll one die: Subtract 1 from your roll for each Mark of Chaos you own, and Add 1 to your roll for each Chaos Gift you own.

0-1: Turn into a Chaos Spawn. You lose the game.

2-3: You must make another Dark Offering or lose 1 Life.

4: You are ignored.

5: Gain 1 Strength.

6-7: You become a Champion of Nurgle. If you are already a Champion, gain 1 Chaos Reward of Nurgle instead.

8: Gain 1 Chaos Reward of Nurgle.

9: You become a Demon Prince of Nurgle.

Altar of Khorne

1. If Khorne is NOT your Patron god you must sacrifice a Dark Offering to him AND to your Patron god or lose 1 Life.

2. If Khorne is your Patron god you may Pray here with the same results as the Shrine of Khorne without sacrificing a Dark Offering.

Altar of Tzeentch

1. If Tzeentch is NOT your Patron god you must sacrifice a Dark Offering to him AND to your Patron god or lose 1 Life.

2. If Tzeentch is your Patron god you may Pray here with the same results as the Shrine of Tzeentch without sacrificing a Dark Offering.

Altar of Slaanesh

1. If Slaanesh is NOT your Patron god you must sacrifice a Dark Offering to him AND to your Patron god or lose 1 Life.
2. If Slaanesh is your Patron god you may Pray here with the same results as the Shrine of Slaanesh without sacrificing a Dark Offering.

Altar of Nurgle

1. If Nurgle is NOT your Patron god you must sacrifice a Dark Offering to him AND to your Patron god or lose 1 Life.
2. If Nurgle is your Patron god you may Pray here with the same results as the Shrine of Nurgle without sacrificing a Dark Offering.

Inevitable City

Roll one die to see where your path takes you:

- 1: Move 1 space counterclockwise.
- 2: You get lost and lose your next turn.
- 3-4: Draw 3 Realm of Chaos cards and encounter them in any order you wish.
- 5: You get lost and lose your next turn.
- 6: Move 1 space clockwise.

Vale of Creatures

Roll one die under your Craft to evade the creatures.
If you succeed you may draw a Realm of Chaos card.
If you fail your turn ends immediately.
Do not draw a card if there is already one on this space.

Bastion Stair

Roll one die under your Strength to climb to the top of the stair.
If you succeed you may draw a Realm of Chaos card.
If you fail your turn ends immediately.
Do not draw a card if there is already one on this space.

RULES

Setup:

Set up the main game as normal and place the Realm of Chaos board so that the Troll Country space lines up with the Ruins space. Separate and shuffle each Patron god's Chaos Reward cards, then place them by the corner of their corresponding Shrine face down. Shuffle and place the Realm of Chaos cards on the Realm of Chaos space face down.

Chaos Rewards:

1. Chaos Gifts and Marks of Chaos count as Chaos Rewards.
2. You can not refuse to receive a Chaos Reward.
3. Chaos Rewards can not be Dropped or Traded.
4. Chaos Rewards are not Objects. Therefore Chaos Rewards can not be Stolen or tuned into Gold by the Alchemist.
5. There is no limit to the number of Chaos Rewards you can possess. Since Rewards are not Objects, they do not count towards the number of objects you can carry.
6. Talismans count as Chaos Gifts while Praying.

Patron god:

If you are not aligned to a Patron god, you may chose your Patron god at will.

Champions of Chaos:

1. Champions of Chaos may not become Master Characters.
2. If a Master Character becomes a Champion of Chaos, they place the Champion of Chaos card over their original Character but must discard their Master Character card.
3. A Champion of Chaos can not become a Champion of another Patron god.
4. If a Character kills a Champion of Chaos, they may become that Champion. Place the killed Champion card over their original Character card. The killed Champion of Chaos reverts back to their original Character with 1 Life left but they retain all Followers, Items, Chaos Rewards, Attributes, and Character Special Abilities.
5. Champions of Chaos may add one to their die roll when praying at their Patron god's Shrine or Altar.

Demon Prince Characters:

1. When you become a Demon Prince, discard your original Character and Champion card. You lose all previous Character Special Abilities but you retain all Craft, Strength, Lives, Followers, Items, and Chaos Rewards.
2. A Demon Prince can not become a Champion of Chaos, Master Character, or a Toad.
3. A Demon Prince may teleport from the Realm of Chaos Region to the Crown of Command space and vice-versa (even if they do not have a Talisman).
4. A Demon Prince has no Starting Attributes. If a Demon Prince's Strength or Craft drops below 1 point, they lose the game.

Demon Prince Cards:

You must encounter Demon Princes before you encounter Event cards. Otherwise treat Demon Princes as normal Enemy cards.

Spells:

You may only cast the number of spells your Character's Craft allows you to carry per round. Example: If you have a Craft of 3, you may cast 1 Spell per round. If you have a Craft of 6 or more, you may cast 3 Spells per round.

Gaining Craft:

When a Character encounters a Craft Enemy (Enemy cards that attack with Psychic Combat) and kills it, that Character keeps those Enemy cards. They may be exchanged at any time for extra Craft Counters. The Character gains 1 Craft point for every 7 points of Craft marked on the Enemy cards. Those Enemy cards exchanged are then placed on their appropriate discard piles. Excess Craft points of Enemies above multiples of 7 are lost.

Timing Clarifications:

Each action played resolves before another can begin. You can not have a spell, object, magic object, follower, or special ability take place before a previous action.

Example: If someone casts Mesmerism on a Saracen's follower, the Saracen can not sell that follower for gold.

Example: If a Saracen Enslaves a Dark Elf's follower, the Dark Elf can not drain the life-force from that follower to gain a life.

Example: If you just lost a Combat, you can not cast Acquisition and steal armor to prevent the loss of life.

Terminology:

Area: A Space in a Region.

Battle: Combat or Psychic Combat.

Defeat: If a Character or Enemy wins a battle against an opponent, that opponent is Defeated. The loser of the battle does not have to lose a life to be defeated. Example: You win a Combat against another Character and chose to take a Life. They are defeated even if they save the Life by rolling for their Armor.

Kill: Reduce an opponent's Life total to zero or less.

Landing on a Character: If you end your Movement on the same space as another Character.

Landing on a Space: The space you end your Movement on.

Lose the Game: Your Character is killed and may not be Reincarnated.

Opponent: Any other Character or Enemy card.

Reincarnated: If your Character is killed, you may start your next turn with another Character drawn at random.

Round: Your round starts at the beginning of your turn and ends at the beginning of your next turn.

Standoff: If two opponents have a standoff in battle, that turn ends immediately.

Turn: Your turn lasts from the beginning of your turn, until the beginning of the next player's turn.

Weapon: Any Object or Magic Object that adds to your Strength or Craft in battle.

Wound: If an opponent loses a battle and is forced to lose a life.

