

# The Cave

## *Unknown*

### 1 Introduction

You pause, unable to force yourself to continue creeping blindly through the surrounding dark. You are at the edge of a deep slope that leads to the depths below. You strain your sight and stare as the shadows deepen with every second. After steeling yourself for a moment, you see a dark form detach itself from the surrounding rock and head for the depths. Taking a shuddering breath, you draw your sword, and charge!!!

You step into a gloomy Cave corridor full of all sorts of danger. Horrible creatures stand between you and your Quest for the Crown of Command. Your path leads you to adventure, taking you where only bravery and cool calculation will allow you to achieve victory no matter how many others seek the Magic Crystal and the ultimate goal of your Quest.

### 2 SUMMARY OF PLAY

The Talisman Cave is an expansion set which can be played either with or without the main Talisman board. It contains many additional Spell, Character, Adventure, and Dungeon cards. If played by itself, the Cave provides a new Quest to complete. If played in conjunction with the main Talisman set, it aids in the Quest for the Crown of Command.

### 3 EQUIPMENT

- 1 board,
- 30 Adventure cards,
- 10 Spell cards,
- 60 Cave cards,
- 12 Dungeon, and
- 8 Character cards.

Looks like they also threw in counters, as well.

### 3.1 PLAYING BOARD

The board depicts the Region in which you will journey in your Quest. It is divided into two kinds of spaces: Corridors and Chambers.

### 3.2 30 ADVENTURE CARDS

These detail the various Events, Enemies, Strangers, Followers, Magic Objects, Objects, and Places that will be Encountered in the various Spaces during the game.

### 3.3 10 SPELL CARDS

These detail the various Spells that may be cast during the game.

### 3.4 60 CAVE CARDS

These cards work identically to Adventure cards, but are for use in the Cave.

### 3.5 12 DUNGEON CARDS

These cards work identically to Adventure cards, but are for use in the Dungeon.

### 3.6 8 CHARACTER CARDS & 8 PLAYING PIECE CARDS

The Character Cards detail the different Characters in the game and their Special Abilities. The Playing Piece Cards bear the illustrations of the Character they represent on each side. The Playing Piece Cards will slot into the plastic bases provided and will be used to represent the various Characters on the board.

### 3.7 160 DIE-CUT COUNTERS

These should be separated into individual counters. They are used to record each Character's Strength (red counters), Craft (blue), Lives (green) and Gold (Yellow). The different denominations are simply to

make play easier. For example, a red counter bearing a 4 represents 4 Strength points.

### 3.8 1 SIX-SIDED DIE

This is used for Movement, Combat, Psychic Combat, and also to determine results from some instructions and Spells. Where it is required to roll more than one die, the die should be rolled that number of times and the results totaled.

## 4 SETTING UP

Shuffle the Character Cards and deal one, face down, to each player. (If all players agree, each. Player may select which Character they wish to play for that game.) Each player then turns their Character Card face up in front of them. This is the Character that they will play for that game.

Each player takes the Playing Piece Card corresponding to their Character Card and fits it into a plastic base. The Playing Pieces are then placed on the board according to the Starting Space on their Character Cards. If playing with only the Cave set, all Character tokens are placed on the Cave Entrance space.

Each player receives Strength Counters equal to the Starting Strength for their Character. These should be placed alongside the Character Card as described above. The same is done for Craft. Each player receives a total of 4 Lives and 1 Gold, each which should be placed accordingly. The remaining Counters are placed to one side as stock for use during the game.

Shuffle the Adventure, Spell and Cave cards and place them face down in their respective decks. These form the Stock Piles. Remove the Magic Crystal card from the Cave deck and set it aside. If playing with only the Cave, remove the following Adventure cards from play: Mineral, Penance, Meteor Shower, Dungeon Map, Pict, Draft, and Abduction. If playing with only the Cave, remove the following Spell cards from play: Providence and Debauchery.

After all the cards have been laid out, players decide by dicing or any other means which player will have the first Turn. Play will then proceed round the board clockwise from that player.

## 5 OBJECT OF PLAY

The object of the game when playing with the Cave alone is to reach the Magic Crystal Chamber and successfully pass its Trials of Strength, Craft and Wealth. In play with the main Talisman game, the goal is still to attain the Crown of Command, but having the Magic Crystal helps to complete the original quest.

## 6 RULES CONCERNING CHARACTERS

### 1. STRENGTH

Strength represents a Character's strength, stamina and fighting ability. It is used in Combat and to overcome certain obstacles that may be Encountered during the game. A Character's Strength is recorded by placing appropriate Strength Counters beside the Character Card.

- 1.1 Strength Counters are only taken for Starting Strength and for Strength points gained during play. Strength gained from Objects, Magic Objects, or Followers is not recorded by Strength Counters, but is added on to the Character's Strength when required or allowed.

### LOSING STRENGTH

- 1.2 When a Character is required to lose Strength, Counters are removed accordingly.
- 1.3 A Character's Strength can never drop below that Character's Starting Strength.

### GAINING STRENGTH

- 1.4 A Character may gain Strength by cashing in any Animals, Monsters, and Dragons he has killed in Combat. When any of these are Encounters and killed, that Character keeps those Enemy cards. They may be exchanged at any time for extra Strength Counters. The Character gains 1 Strength point for every 7 points of Strength marked on the Enemy cards. Those Enemy cards exchanged are then placed on the Adventure Discard Pile. Excess Strength Points of the Enemies above a multiple of 7 are lost.
- 1.5 Strength points may also be gained as a result of Encounters.

### CHARACTER'S TOTAL STRENGTH

- 1.6 A character's Strength at any time is the total of Strength Counters PLUS any Strength from Followers, Magic Objects and Objects that may be used at that time.

EXAMPLE: The Warrior has a total of 5 Strength Counters, the Magic Belt (a Magic Object that increases Strength by 1), the Unicorn (a Follower that increases Strength by 1) and a Sword (an Object which increase Strength by 1 in Combat only). So his total Strength is 7 (5 plus 1 for the Unicorn and 1 for the Magic Belt). In Combat his Strength would be 8 since he can then use the

Sword. He now lands on the Cursed Glade where Strength from Objects and Magic Objects cannot be counted, Thus while he is there his Strength is 6 (5 plus 1 for the Unicorn) even in Combat.

## 2. CRAFT

Craft covers such things as intelligence, skill and magical ability. It is a Character's main asset in Psychic Combat and determines how many Spells he may have. A Character's Craft is recorded by placing appropriate Craft Counters (blue) beside the Character Card.

- 2.1 Craft Counters are only taken for the Character's Starting Craft and for those gained during play. Craft gained from Magic Objects and Followers is not recorded by Craft Counters, but is added to the Character's Craft when required or allowed.

### LOSING CRAFT

- 2.2 When a Character is required to lose Craft, Counters are removed accordingly.
- 2.3 A Character's Craft can never drop below that Character's Starting Craft.

### GAINING CRAFT

- 2.4 Craft can only be gained as a result of Encounters.

### CHARACTER'S TOTAL CRAFT

- 2.5 A Character's Craft at any time is the total of Craft Counters PLUS any Craft gained from any Followers and Magic Objects that may be used at that time.

### NUMBER OF SPELLS

- 2.6 The number of Spells that any Character can have at any one time is limited by the Character's Craft as Follows:

Craft	Spells
1	0
2	0
3	1
4	2
5	2
6+	3

This limit may only be exceeded by a Character possessing the Wand.

- 2.7 All Characters may have Spells if their Craft is sufficient to permit any. Only those Characters whose Special Ability allows them to start the game with any Spells do so. Otherwise, Spells are usually acquired as the result of Encounters.
- 2.8 If at any time a Character has more Spells than their Craft allows, the surplus Spells must be immediately placed on the Spell Discard Pile. They cannot be cast. The Character chooses which Spells to discard.

EXAMPLE A Wizard with a Craft of 5 has Solomon's Crown (A Magic Object which adds 2 to his Craft), so his Craft is 7. This allows him 3 Spells, which he has acquired. He now lands on the Cursed Glade where he cannot count Craft gained from Magic Objects. His Craft drops to 5 while he is there. He is now only allowed 2 Spells, so he must immediately discard one. As soon as he leaves the Cursed Glade, he can count the Craft for Solomon's Crown again and may have 3 Spells if he can acquire another.

## 3. GOLD

Gold allows the Character to Purchase Objects and pay for services. A Character's wealth is recorded by placing Bag of Gold Counters (yellow) beside the Character Card. Each Counter represents 1 Bag of Gold. Gold will usually be acquired as the result of Encounters.

- 3.1 Each Character starts the game with 1 Gold Counter.
- 3.2 All prices are given in Bags of Gold (G). Thus 3G is three Bag of Gold Counters.
- 3.3 Payments for and purchases or services not made to another Character are paid into the unused stock of Gold Counters.
- 3.4 Any Gold received from any source other than another player is taken from the unused stock of Gold Counters.
- 3.5 Gold Counters do not count with regard to number of Objects a Character may have.

## 4. LIVES

Lives represent the Characters durability. Lives are lost through Combat, Psychic Combat, and other dangers that may be Encountered. A Character's Lives are recorded by placing appropriate Life Counter beside the Character Card.

- 4.1 Each Character starts the game with 4 Lives.

### LOSING LIVES

- 4.2 When a Character is required to lose Lives, Counters are removed accordingly.

### Losing All Lives

- 4.3 Any Characters that lose all their Lives are dead. The Playing Piece is removed from the board. All the Character's Objects, Magic Objects, Followers and Gold Counters are placed on the Space where the Character died. All the Character's Strength and Craft Counters are replaced in stock. The Character's Spell Cards are placed on the Spell discard pile. The Character Card is placed with the unused Character Cards. The player whose Character has died starts again next Turn with a new Character drawn at random from the unused Character Cards IF, AND ONLY IF, no Character has yet reached the Crown of Command during the game. If any Character has reached the Crown of Command, any player whose Character dies is out of the game.

### GAINING LIVES

- 4.4 Lives are gained as the result of Encounters or Healing. Lives gained are taken from stock.
- 4.5 There is no limit to the number of Lives a Character may have.

### Healing

- 4.6 Healing can never restore a Character to more than 4 Lives.
- 4.7 When playing with only the Cave, a Character may Heal by returning to the Cave Entrance and paying 1 Gold for each Life.

## 5. OBJECTS

Both Objects and Magic Objects are classed as Objects for the purposes of these rules. During the game, Characters will usually acquire Objects as the result of Encounters. Objects in a Character's possession are placed below the Character Card.

- 5.1 All Objects in a Character's possession must be kept face up.
- 5.2 No Character may ever possess an Object that they are not permitted to use. It must be left face up in the Space where it was Encountered.

EXAMPLE: The Assassin discovers the Holy Lance (a Magic Object) which can only be used by Good or Neutral Characters. He cannot use it because he is of Evil Alignment. He must leave it face up in the Space where he Encountered it.

### LIMIT TO NUMBER OF OBJECTS

- 5.3 No Character may possess more than 4 Objects, not counting Gold Counters, unless they have a Mule.
- 5.4 A Character may ditch an Object at any time by leaving it face up in the Space they occupy.
- 5.5 Any Character acquiring more than 4 Objects must decide which to keep. The remainder is immediately placed face up on the Space which they occupy.

EXAMPLE: The Wizard has a Mule and is using it to carry 10 Objects. He is Encountered by the Thief who steals the Mule. The Wizard can now carry only 4 Objects and so must immediately place 6 of the Objects in his possession face up on the Space. The Thief may then claim them if possible.

## 6. FOLLOWERS

During the game, Characters will usually acquire Followers as the result of Encounters. All Followers accompanying a Character are kept below the Character Card.

- 6.1 All Followers accompanying a Character must be kept face up.
- 6.2 All Followers accompanying a Character must be kept face up.
- 6.2 A Character may have any number of Followers.

### LOSING FOLLOWERS

- 6.3 Any Followers that are killed (e.g. in the Vampire or Chasm Spaces), or that must be discarded, are placed on the Adventure Discard Pile.
- 6.4 A Character may ditch a Follower at any time by leaving it face up in the Space they occupy.

## 7. ALIGNMENT

Each Character has an Alignment, either Good, Neutral or Evil. There are benefits and penalties for Good and Evil Alignments. Those of Neutral Alignment gain

none of the benefits but suffer none of the penalties. Alignment may change during the game as the result of Encounters or by use of a Special Ability.

### CHANGING ALIGNMENT

- 7.1 When a Character changes Alignment, an Alignment Change Card is taken and placed beside the Character Card with the appropriate side up to show the Character's new Alignment. When a Character reverts to their Alignment as stated on the Character Card, the Alignment Change Card is discarded.
- 7.2 No Character, including the Druid, may change Alignment more than once in any Turn.
- 7.3 If a Character possesses any Magic Objects not permitted by their new Alignment, those Magic Objects must immediately be placed face up in the Space they occupy.

## 8. SPECIAL ABILITIES

Each Character has one or more Special Abilities which are detailed on the Character Card along with any restrictions on that Character.

- 8.1 In any instances where the Special Abilities are at variance with the rules, the Special Ability overrides the rules.
- 8.2 When playing in the Cave, ignore any Special Abilities that cannot be used there.

## 9. SPELLS

The effect of each Spell, and when it can be cast, is detailed on the individual Spell Cards.

- 9.1 All Characters may have Spells if their Craft allows.
- 9.2 A Character's Spells are kept face down so that other players cannot see them.
- 9.3 Spells cannot be discarded unless the Character has more Spells than their Craft permits.

### GAINING SPELLS

- 9.4 Spells are usually gained as the result of Encounters. Some Characters start with Spells as stated in their Special Ability.
- 9.5 Spells gained are taken from the top of the Spell stock pile. When this is exhausted, the discards are shuffled and placed face down to form a new stock pile.

### CASTING SPELLS

- 9.6 A Spell can only be cast as stated on the Spell Card. Once cast, and its effect ended, it is placed on the Spell discard pile.
- 9.7 Spells which affect other players, affect them wherever they are on the board. Spells which can affect creatures, can only affect those in the Outer and Middle Regions.

## 7 ORDER OF PLAY

### 10. A CHARACTER'S TURN

- 10.1 Each Character's Turn consists of two parts in this order:
  - a: Movement
  - b: Encounters
- 10.2 At the end of the player's Turn, play passes to the next player to the left.

## 11. MOVEMENT

- 11.1 Entering the Cave. If you use the main game, the Cave Entrance is through Crags space or through Cave Adventure card. When you land on either, you may announce you are going into Cave. If you choose to do this, you do not roll a die normally. On your next turn you move to the Cave Entrance.
- 11.2 MOVEMENT IN THE CAVE  
Movement in the Cave depends on a Character's Craft. Characters with Craft 6 or more roll a die and move that many spaces, turning at crossroads as they wish. Characters with Craft less than 6 have two choices: Roll a die normally and move as many spaces, but turning randomly at crossroads, or move 1 space without rolling a die. In all cases, Characters may choose the initial direction and they cannot move twice over the same space in one turn.
- 11.3 HEAVY GATE  
If a Character moves onto a space with the Heavy Gate, it must stop moving immediately and on the following turn, if the player wants to continue in the same direction, attempt to open the Gate.
- 11.4 CHAMBERS  
If the Character moves through Chamber, he must roll a die: 1-4. Nothing happens 5-6. The character is stopped and must roll a die on the Chamber table.

## 12. ENCOUNTERS AND EXPLORATION CAVE SPACES

- 12.1 Characters can only have Encounters in the Space in which they end their Move or a Space to which they are moved as a result of an Encounter, They may never Encounter anything in the Space where they Start their Move. A Character must choose to Encounter either one Character of their choice who is in that Space or the Space itself.
- 12.2 Encountering another Character takes one of two forms. The Character whose Turn it is may either attack or use their Special Ability on the other Character.
- 12.3 If you play with the Cave alone, not with the main set, you may draw either a Cave or Adventure card when you are told to draw a card. You gain 1 Craft for every 7 Cave cards you draw.
- 12.4 Chambers. If a Character ends his movement in Chamber, he must roll a die on following table:
  1. Chamber of Terror - If your Craft is less than 8, you lose 1 Life.
  2. Melcart's Shrine - You must leave two Objects in this evil place or lose 1 Life.
  3. Bazaar - Roll a die:
    - 1: Gain 1 Bags of Gold.
    - 2: Gain 2 Bags of Gold.
    - 3: Gain 3 Bags of Gold.
    - 4: Gain 1 Life.
    - 5: Gain 2 Lives.
    - 6: Gain 1 Spell.
  4. Demons' Lair - Roll a die:
    - 1-3: You sneak through without being noticed.
    - 4-6: You are attacked by Demons with a total Craft of 12.
  5. Gladiatorial Arena - Roll a die who you will fight:
    - 1-2: Orc (Strength 8)
    - 3-4: Troll (Strength 6)
    - 5-6: Hobgoblin (Strength 4)
  6. Void - Roll a die:
    - 1-2: Lose all your Objects.
    - 3-4: Lose all your Followers.
    - 5-6: Miss the next 3 turns.

This roll must be made every time a Chamber is Encountered; they can change each time. This does not apply for the Magic Crystal Chamber. Once it has been revealed, it stays on the same space for rest of game.

- 12.5 Magic Crystal Chamber

This Chamber may be found in two ways:

- a) It may be revealed during an Encounter.
- b) After landing on and resolving the Encounter for any Chamber, a Character may try to search for Magic Crystal. Roll 2 dice instead of one: -
  - Craft of 6: you must roll 12.
  - Craft of 7: you must roll 11 or 12.
  - Craft of 8: you must roll 10-12.
  - Higher: you must roll 7 or more.

If the Character does not succeed in this roll, it loses 1 Craft. After the Magic Crystal's Chamber is found, the Character must go through three trials to get the Magic Crystal:

- a) Trial by Strength: Fight the Beast (Strength 10). If you lose, you lose 1 point of Strength instead of a Life. You must fight until you defeat the Beast or until you are reduced to your starting Strength.
- b) Trial by Craft: Fight the Apparition (Craft 8). If you lose, you lose 1 point of Craft (instead of a Life) which is added to Apparition's Craft. Fight until you defeat the Apparition or until your Craft drops to its starting amount.
- c) Trial by Wealth: You must bribe the Gnome who guards the Crystal. You must pay him the total amount of Gold, Objects and Followers you roll on three dice. If you do not have enough, you fail this Trial.

Characters who do not pass the Trials must to leave the Chamber immediately and must not re-enter it for the three following turns.

- 12.6 Named Spaces

There are a number of spaces on the Cave board with unique names. Use the following list to determine what happens when landing on these spaces:

**Cave Entrance:** When playing with only the Cave, a Character may Heal by returning here and paying 1 Gold for each Life. When entering the Cave, you must stop here, and may continue on the following turn instead of carrying on round the main board. You may leave either through the Craggs or the Cave Entrance card.

**Bat Nest:** You must roll a die: 1-4 – You manage to sneak past the bats without disturbing them. 5-6 – Bats start to fly all around you. You are confused and flee to the next space.

**Underground Fountain:** You may roll a die: 1-2 – You are weakened - for the next three turns you can move only 1 Space. 3-4 – Nothing happens. 5-6 – You find 2 Bags of Gold in the water.

**Wall of Fire:** You must roll a die: 1-3 – The flames are just an illusion. 4-5 – The flames burn you. If you are not the Cyborg, you lose 1 Life. 6 – The flames hardened you. You gain 1 Strength (does not apply to the Cyborg).

**Ancient Power Plant:** You must roll a die: 1-3 – Your Objects are disintegrated. If you are the Cyborg, you are completely destroyed and are out of the game. 4-6 – You are strengthened by the energy here. Gain 2 Lives (does not apply to the Cyborg).

**Sacrificial Altar:** You may roll a die: 1-3 – You take 3 Bags of Gold from the Altar. 4-5 – You feel guilty. Leave a Bag of Gold or one of your Objects here. 6 – This place has a negative influence on your psyche. Lose 1 Craft.

**Narrow Passage:** You must roll a die: 1-4 – You manage to get through 5-6 – While you are squeezing past, the walls start to close on you. You are forced to leave all your Gold and Objects behind in order to escape. (Any Gold and Objects are left on the board)

## 13. ADVENTURE AND CAVE CARDS

- 13.1 Adventure and Cave Cards with instructions that result in them being placed in a Space other than the one where they were drawn are dealt with first. If placed elsewhere, they do not affect the Character drawing them at that time.
- 13.2 Adventure and Cave Cards Encountered are then dealt with strictly in order determined by the number at the top center. The lowest number is tackled first, then the next lowest, etc.

### TYPES OF ADVENTURE CARD

- 13.3 The different types of Adventure and Cave Cards and their effects, in the order in which they are Encountered, are:

#### 1. Event:

- 13.4 The instructions on the Card must be followed. Any that result in the loss of a Turn by the Character Encountering them, end the Character's Turn there and then. This counts as the missed Turn for that Character.

#### 2. Enemy - Animal, Monster or Dragon:

- 13.5 The creature will immediately attack any Character Encountering it. Defeated Enemies of this type may be kept to be exchanged for Strength.

#### 3. Enemy - Spirit:

- 13.6 These will immediately attack any Character Encountering them by Psychic Combat.
- 13.7 Only after any Events on the Space have occurred and any Enemies on the Space have been defeated or Evaded may the following Adventure and Cave Cards be Encountered.

#### 4. Strangers:

- 13.8 The instructions on the Card are followed.

#### 5. Objects, Magic Objects, Followers:

- 13.9 These may be taken if permissible and all Enemies on the Space have been defeated or Evaded.

#### 6. Places

- 13.10 The instructions on the Card are followed.

### ADVENTURE AND CAVE CARDS THAT REMAIN ON THE BOARD

- 13.11 Any Cards that remain after an Encounter must be left face up in the Space. Any Stranger may be visited and any Gold Counters, Magic Objects, Objects, and Followers in a Space may be taken by any Character whose Move ends on that Space, at any time up to the end of their Turn, except when there is also an Enemy Card on the Space, or the instructions for the Space are to draw Cards. In these two instances, the Cards form an Encounter for that Space.

## 14. COMBAT

- 14.1 Combat occurs when:
  - i. A Character is attacked by an Enemy - Monster, Dragon, Animal, or any creature whose Strength is given.
  - ii. A Character decides to attack another Character unless their Special Ability allows them to attack by Psychic Combat.

### RESOLVING COMBAT VS CREATURES OR ENEMIES

- 14.2 The Character first declares whether he is Evading or not. If not then Combat takes place.
- 14.3 Any Spells that the player wishes to cast must be cast before the die is rolled.
- 14.4 The Character rolls 1 die. The Character's Combat Score is the die roll plus the Character's Strength (only 1 Weapon may be used). Another player now rolls a die for the Creature and adds this to the creature's Strength. This is the creature's Combat Score. If the Character's Score was higher, the creature is killed. If the creature's Score was higher, the Character loses 1 Life (use of an Object or Spell may prevent this) and the Character's Turn ends. If the Scores were equal the result is a Stand-off.

### More than One Enemy

- 14.5 If there is more than one Enemy that attacks by Strength, they fight as one creature adding their Strength together and adding one die roll for their Combat Score.

### RESOLVING COMBAT BETWEEN TWO CHARACTERS

- 14.6 The Character being attacked first has the opportunity to Evade. If they do not, then Combat takes place.
- 14.7 Both Characters have the opportunity to cast any Spells before the die can be rolled.
- 14.8 The attacking Character's Combat Score is determined as above. The defender does the same. The Character with the higher Combat Score wins the Combat. If the Scores are equal, the result is a Stand-Off.
- 14.9 The victor may now either force the loser to lose 1 Life (this may be saved by the use of an Object or Spell) or take one (Magic) Object or Bag

of Gold Counter from the loser to add to their own, That Turn then ends.

### STAND-OFF

- 14.10 In a Stand-Off, neither side is harmed and that Turn ends.

## 15. PSYCHIC COMBAT

- 15.1 Psychic Combat occurs whenever:
  - a) A Character is attacked by an Enemy - Spirit or another creature whose Craft is given.
  - b) A Character whose Special Ability permits it, attacks another Character by Psychic Combat.
- 15.2 Psychic Combat is resolved in exactly the same manner as Combat, except:
  - a) Craft is substituted for Strength.
  - b) No Object can prevent the loss of a Life.

## 16. TOADS

If you are turned into a Toad during your quest you are no longer capable of moving normally and are reduced to moving one space at a time, as on the main Talisman board.

## 17. WINNING THE GAME

If you play only with Cave, the player who gets the Magic Crystal wins the game. If you are playing with the main set, the Magic Crystal helps you cast the Command Spell.

## CREDITS

Game Design and Development – Romuald Boniecki  
 Black and White Art – Piotr Pucek  
 Color Game and Box Art – Piotr Lukaszewski  
 Managing Director – Krzysztof Szolginia  
 Technical Director – Andrzej Kaminski  
 Editor – Wojciech Sodos  
 Publisher: BpiRF SFERA Sp. Z o.o 02-513  
 Warszawa, ul. Madalinskiego 21/37, tel./fax 49-71-21  
 Write for answers to any Rules questions.



## 8 REFERENCE SHEET

**Cave Entrance:** When playing with only the Cave, a Character may Heal by returning here and paying 1 Gold for each Life. When entering the Cave, you must stop here, and may continue on the following turn instead of carrying on round the main board. You may leave either through the Craggs or the Cave Entrance card.

**Bat Nest:** You must roll a die:

- 1-4 – You manage to sneak past the bats without disturbing them.
- 5-6 – Bats start to fly all around you. You are confused and flee to the next space.

**Underground Fountain:** You may roll a die:

- 1-2 – You are weakened - for the next three turns you can move only 1 Space.
- 3-4 – Nothing happens.
- 5-6 – You find 2 Bags of Gold in the water.

**Wall of Fire:** You must roll a die:

- 1-3 – The flames are just an illusion.
- 4-5 – The flames burn you. If you are not the Cyborg, you lose 1 Life.
- 6 – The flames hardened you. You gain 1 Strength (does not apply to the Cyborg).

**Ancient Power Plant:** You must roll a die:

- 1-3 – Your Objects are disintegrated. If you are the Cyborg, you are completely destroyed and are out of the game.
- 4-6 – You are strengthened by the energy here. Gain 2 Lives (does not apply to the Cyborg).

**Sacrificial Altar:** You may roll a die:

- 1-3 – You take 3 Bags of Gold from the Altar.
- 4-5 – You feel guilty. Leave a Bag of Gold or one of your Objects here.
- 6 – This place has a negative influence on your psyche. Lose 1 Craft.

**Narrow Passage:** You must roll a die:

- 1-4 – You manage to get through
- 5-6 – While you are squeezing past, the walls start to close on you. You are forced to leave all your Gold and Objects behind in order to escape. (Any Gold and Objects are left on the board)

**CHAMBERS:**

1. Chamber of Terror - If your Craft is less than 8, you lose 1 Life.
2. Melcart's Shrine - You must leave two Objects in this evil place or lose 1 Life.
3. Bazaar - Roll a die:

- 1: Gain 1 Bags of Gold.
- 2: Gain 2 Bags of Gold.
- 3: Gain 3 Bags of Gold.
- 4: Gain 1 Life.
- 5: Gain 2 Lives.
- 6: Gain 1 Spell.

4. Demons' Lair - Roll a die:

- 1-3: You sneak through without being noticed.
- 4-6: You are attacked by Demons with a total Craft of 12.

5. Gladiatorial Arena - Roll a die who you will fight:

- 1-2: Orc (Strength 8)
- 3-4: Troll (Strength 6)
- 5-6: Hobgoblin (Strength 4)

6. Void - Roll a die:

- 1-2: Lose all your Objects.
- 3-4: Lose all your Followers.
- 5-6: Miss the next 3 turns.

**Magic Crystal Chamber:**

This Chamber may be found in two ways:

- a) It may be revealed during an Encounter.
- b) After landing on and resolving the Encounter for any Chamber, a Character may try to search for Magic Crystal. Roll 2 dice instead of one:
  - Craft of 6: you must roll 12.
  - Craft of 7: you must roll 11 or 12.
  - Craft of 8: you must roll 10-12.
  - Higher: you must roll 7 or more.

If the Character does not succeed in this roll, it loses 1 Craft. After the Magic Crystal's Chamber is found, the Character must go through three trials to get the Magic Crystal:

- a) Trial by Strength: Fight the Beast (Strength 10). If you lose, you lose 1 point of Strength instead of a Life. You must fight until you defeat the Beast or until you are reduced to your starting Strength.
- b) Trial by Craft: Fight the Apparition (Craft 8). If you lose, you lose 1 point of Craft (instead of a Life) which is added to Apparition's Craft. Fight until you defeat the Apparition or until your Craft drops to its starting amount.
- c) Trial by Wealth: You must bribe the Gnome who guards the Crystal. You must pay him the total amount of Gold, Objects and Followers you roll on three dice. If you do not have enough, you fail this Trial.

Characters who do not pass the Trials must to leave the Chamber immediately and must not re-enter it for the three following turns.