



THE LADY

THE LADY WAITS

The Lady begins the game at the side of the board next to the Lady's Favour deck and comes into play as soon as a character has completed a Warlock Quest.

GRACE AND FAVOUR

Once a character completes a quest, the Lady moves to his space and the character must then decide whether to encounter her, and draw a card from the Lady's Favour deck, or teleport to the Warlock's Cave for his normal reward.

If the character has previously completed a quest, he may take a second card from the Favour deck and choose which card to gain.

He may also discard a fate token in order to take an additional card to choose from, but may only do this once per encounter.

Any cards that are not chosen are then returned to the Favour deck which is then shuffled for the next encounter.

CHANCE ENCOUNTER

Should a character land on the same space as the Lady during a normal turn, he may encounter her, but instead of drawing a Favour card he must either choose to undertake a quest as if he were at the Warlock's Cave (if he does not already have an uncompleted quest), or replenish 1 fate or heal 1 life.

WANDERING MINDS

If a player forgets to move the Lady and the next player has already started his turn, there is no opportunity to backtrack. The Lady has been waiting patiently for many years, and will continue to do so.

MINIATURE

If you feel that you would like to use a miniature to represent the Lady, you can either use a piece from your own collection, or use one of the character figures from your copy of Talisman that is not in use, such as the Prophetess, or the Conjurer.

