

# Runes

*Alchimera Games 2012*

## 1 The Power of Symbols

The energies of the Runes spaces spread throughout the land of Talisman and now there are Spells and Magic Objects that can take advantage of it. Every non-Runes space on the Talisman board has a Rune Power of 1; the Runes spaces in the Middle Region have a Rune Power equal to the bonus they give Enemies (2 or 3). All Rune cards are marked with this symbol in the bottom right.

Rune Magic of 1, giving a +1 Strength bonus in Combat. If it is moved to a space with a Rune Power of 2 its Rune Power matches it and it now gives a +2 Strength bonus while in Combat.

## 2 Starting the Game

Shuffle all the new cards in their respective decks.

## 3 Playing with Rune Cards

### 3.1 Rune Spells

All Rune Spells are used once and then discarded as usual. Their Rune Power is equal to the that of Character's current space.

### 3.2 Rune Objects

Rune Magic Objects initially have a Rune Power equal that of the space in which they are discovered. If a Rune Magic Object is ever taken to a space with a higher Rune Power than its own then its Rune Power is increased to match. Rune Power only increases for Rune Magic Objects - it never decreases.

For example: Garrik's Sword gives a Strength bonus in Combat equal to its Rune Power. If it is discovered in a non-Runes space it begins with a