

**Runes v1.1**  
**An Unofficial expansion for Talisman by Games Workshop**  
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**Created – April 6th, 2012**  
**Final Version - April 29th, 2012**

### 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 a symbol in the bottom right.

### Starting the Game

Shuffle all the new cards in their respective decks.

### Playing with Rune Cards

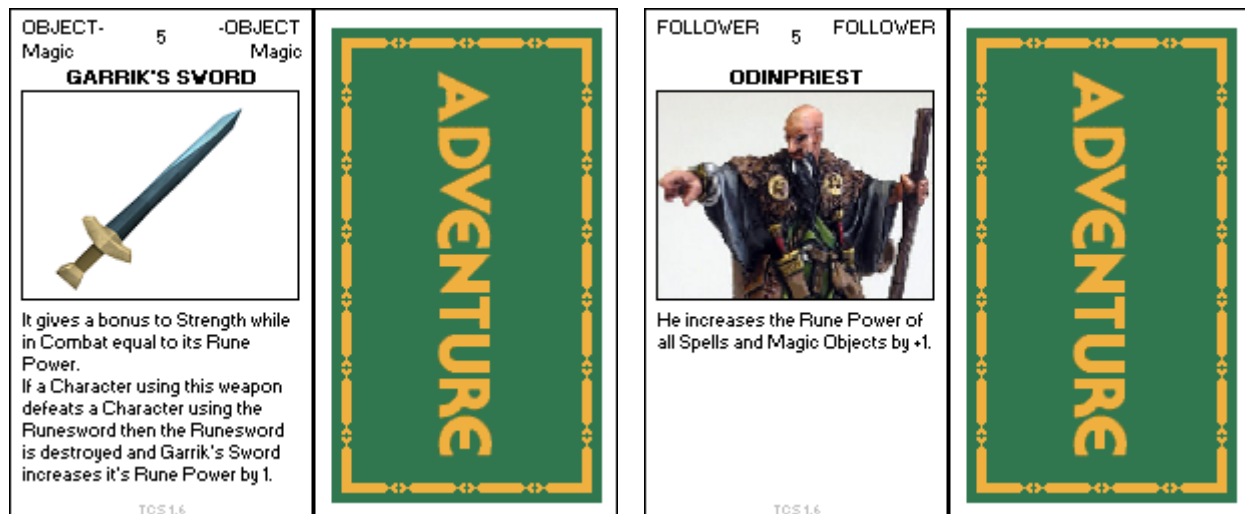
#### Rune Spells

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

#### 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 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.



OBJECT- 5 -OBJECT  
Magic Magic

**RUNE VAND**



1. It allows a Character to gain two Spells whenever he would gain one.  
2. It adds its Rune Power to a Characters maximum number of Spells

TCS 1.6



PLACE 6 PLACE

**RUNESTONE**




This ancient stone increases the Rune Power of its space by +1.

TCS 1.6



OBJECT- 5 -OBJECT  
Magic Magic

**STARMETAL SHIELD**



1. It protects you as an ordinary Shield - you do not lose a Life in Combat on a roll of 5 or 6..  
2. If an opponent casts any Spell at you except the Command Spell roll a die. If your roll is equal to or less than it's Rune Power you are unaffected.

TCS 1.6



EVENT 1 EVENT

**TROLL MAGIC**



1. All Rune Magic Objects have their Rune Power lowered to 0.  
2. All players Spells are revealed - all Rune Spells are discarded.  
3. The Troll Character is unaffected by this Event.

TCS 1.6



SPELL SPELL

**DESTINY**



You cast this Spell instead of moving. You draw a number of cards equal to twice the Rune Power of this Spell and treat your turn as if you just moved to your current space.

TCS 1.6



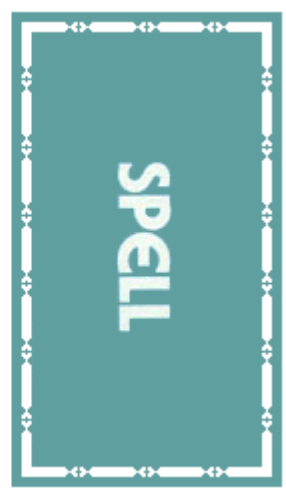
SPELL SPELL

**GOOD FORTUNE**



Cast this Spell when using any other card that gives you a bonus (+1 to Craft, +2 to Strength, etc). Add this Spells Rune Power to one cards given bonus for a single turn.

TCS 1.6



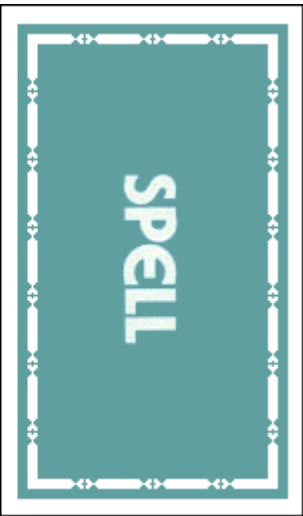
SPELL SPELL

**GUARDIAN**



This Spell becomes a Follower when it is cast. It can fight in your place and has Strength, Craft, and Lives equal to its Rune Power when first cast.

TCS 1.6



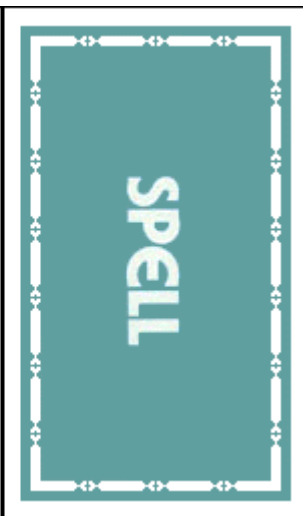
SPELL SPELL

**RECOVERY**



You may search the Adventure discard pile and take a number of cards equal to this Spells Rune Power. The limitation of this Spell is that each card you take you must have possessed earlier in the current game.

TCS 1.6



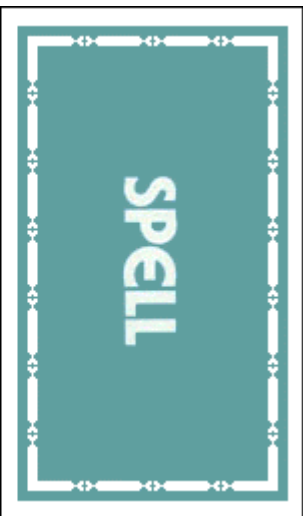
SPELL SPELL

**RUNE GHOST**



Place this Spell in any space and treat is as a Spirit with a Craft equal to four plus the Spells Rune Power. If cast at a Characters space he does not move on his next turn and encounters his current space again.

TCS 1.6



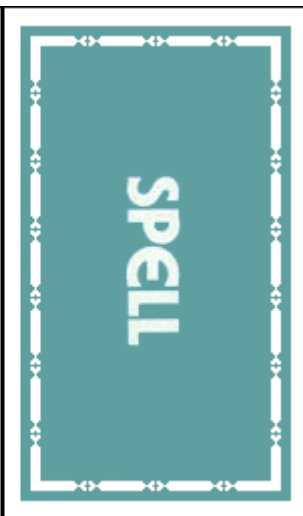
SPELL SPELL

**RUNE GOLEM**



Place this Spell in any space and treat is as a Monster with a Strength equal to triple the Spells Rune Power. If cast at a Characters space he does not move on his next turn and encounters his current space again.

TCS 1.6



SPELL SPELL

**VITALITY**



You gain Lives equal to this Spells Rune Power.

TCS 1.6

