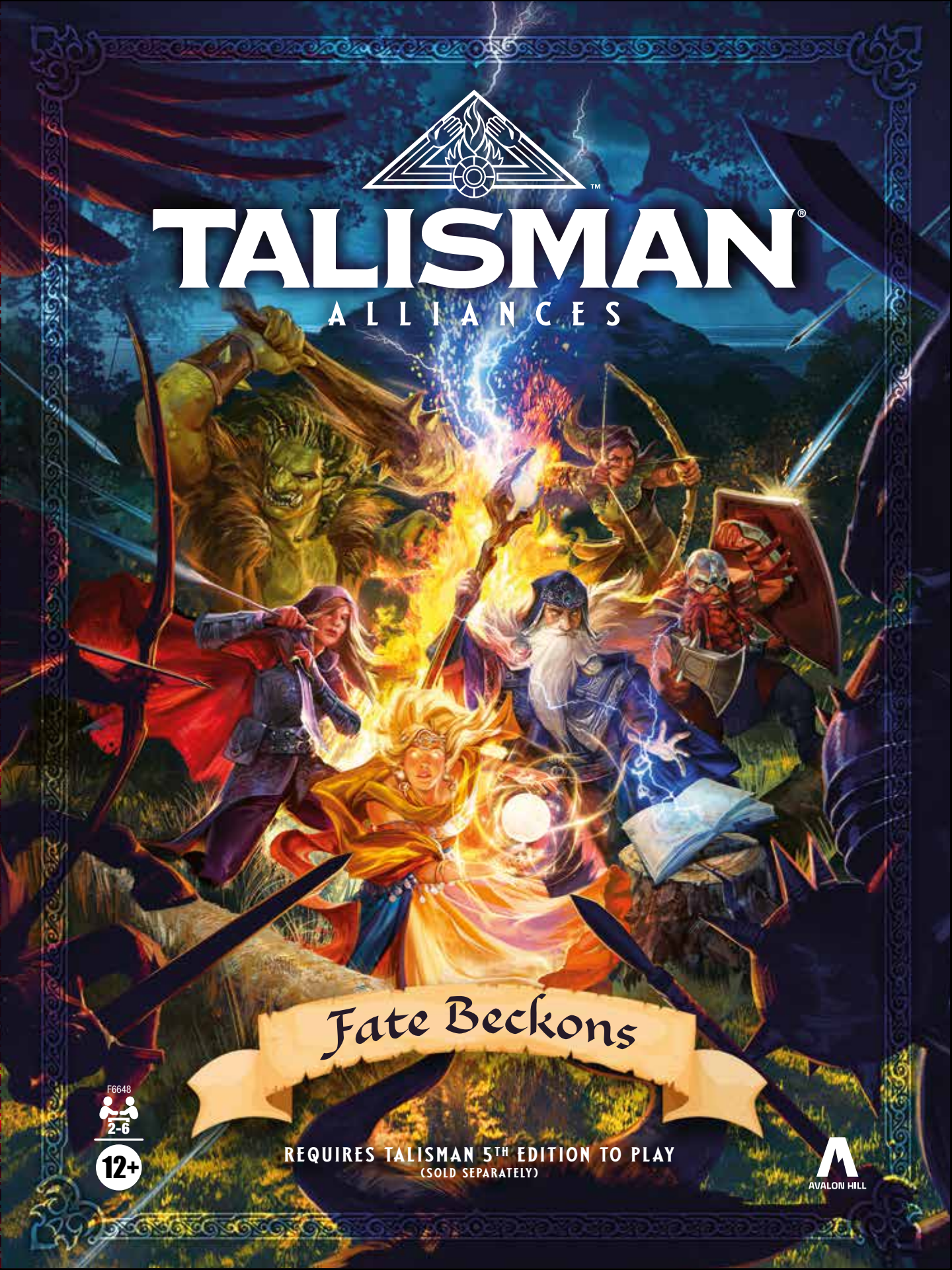

TALISMAN
ALLIANCES
Fate Beckons
F6648
2-6
12+
REQUIRES TALISMAN 5TH EDITION TO PLAY
(SOLD SEPARATELY)
AVALON HILL



Objective: Work together with other players to complete all five Trials! In each Trial, you'll need to place two Talismans on Places of Power, unseal the Portal of Power and defeat the adversary of that Trial.

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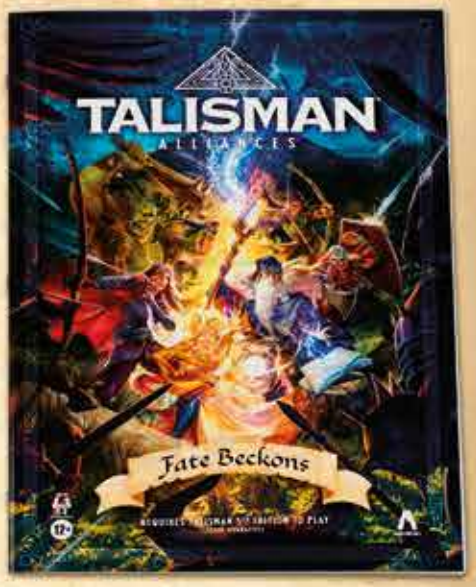
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WHAT YOU'LL FIND IN TALISMAN ALLIANCES WHEN YOU OPEN THE BOX

















WHAT YOU'LL NEED FROM TALISMAN 5TH EDITION







76 Adventure cards

(You won't use all your 5th edition Adventure cards—follow step 6 of **SET UP TALISMAN ALLIANCES** on page 7).



14 spell cards

(You won't use all your 5th edition spell cards—follow step 5 of **SET UP TALISMAN ALLIANCES** on page 7).

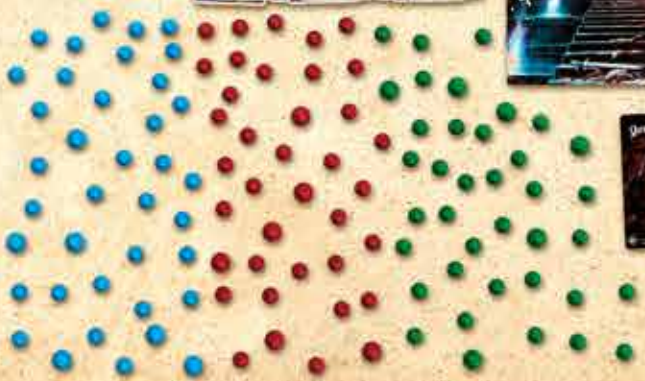


















SET UP TALISMAN ALLIANCES

First, take out your Talisman 5th Edition box. You'll need the rulebook, gameboard, components and most of the cards in that box to play Alliances! Keep your Talisman Alliances box to the side for now.

1. Take the rulebook from your 5th edition box and place it to the side to reference as you play.
2. Place the gameboard from your 5th edition box in the centre of play.
3. Place the three dice from your 5th edition box in reach of all players.



4. Place the following from your 5th edition box in separate piles next to the board, in reach of all players:
Talisman cards, toad card, toad token, fate tokens, alignment tokens, strength counters, life counters, craft counters, gold



5. Take the purple Spell deck from your 5th edition box. Remove the following 10 cards, then return those cards to the box. Keep the remaining Spell cards to the side for now.

1x Acquisition
2x Counterspell
1x Destroy Magic
1x Hex
2x Immobility
1x Mesmerism
1x Nullify
1x Random



6. Take the red Adventure deck from your 5th edition box and remove the following 26 cards:

1x Dragon (Enemy-Dragon)
1x Bandit (Enemy-Monster)
1x Wraith (Enemy-Spirit)
1x Blizzard (Event)
1x Magical Vortex (Event)
1x Market Day (Event)
1x Pestilence (Event)
1x Siren (Event)
1x Storm (Event)
1x Gnome (Follower)
1x Mule (Follower)
1x Poltergeist (Follower)
1x Marsh (Place)
1x Maze (Place)
2x Bag of Gold (Object)
1x Water Bottle (Object)
1x Helmet (Object-Armour)
1x Shield (Object-Armour)
1x Sword (Object-Armour)
1x Amulet (Magic Object)
1x Chalice of Life (Magic Object)
1x Holy Symbol (Magic Object)
1x Orb of Knowledge (Magic Object)
2x Talisman (Magic Object)

7. Return the removed Adventure cards to your 5th edition box, **except for the two Talisman cards**. Keep those cards, and the other remaining Adventure cards, to the side for now.

Now we'll introduce some components from the Talisman Alliances box.

8. Remove the following Adventure cards from your Talisman Alliances box and shuffle them into your Adventure deck.
1x Temptation (Event)
1x Vow of Sacrifice (Event)
1x Blade of Power (Magic Object-Weapon)

9. Add the 11 spell cards from your Talisman Alliances box to your purple Spell deck, then shuffle that deck and place it facedown next to the gameboard.

10. Remove the villain character cards from your Talisman Alliances box and shuffle them. All villain character cards have a red background.



11. Draw cards from the villain character deck based on the number of players and place those cards faceup on the board according to the starting space listed on each card.

2 players: 2 villain characters
3–4 players: 3 villain characters
5–6 players: 4 villain characters

12. Separate the Adventure deck into two roughly equal halves.

13. Add the two Talisman cards to the first half.

14. Add nine villain character cards to the first half, and the remaining villain character cards into the second half.

15. Shuffle each half separately, then place the first half **on top** of the second half to create a new Adventure deck. Place that deck next to the gameboard.

16. Place the doom tracker next to the gameboard and place the doom token on 0.

SET UP TALISMAN ALLIANCES (CONTINUED)

17. Follow the steps of **SET UP YOUR CHARACTER** on page 10 of the 5th edition rulebook.
    - Instead of placing fate tokens next to your character card, combine each character's fate tokens into a shared pool next to the gameboard. Then, remove fate tokens from that pool equal to the number of players.
18. Take the gold Purchase deck from your 5th edition box. Shuffle the deck and draw cards equal to the number of players, then flip them over. If you reveal a raft card, return it to the Purchase deck and draw a new card. Divide the cards amongst yourselves—remember, you're in this together! Place the remaining Purchase cards facedown next to the board.
19. Place the Trial card on the board as instructed with the tan **SEALED** side faceup.



PLAY

How to Win

Overcome all five Trials in Talisman Alliances: Fate Beckons by working cooperatively with other hero characters. In each Trial, you'll need to place two Talismans on Places of Power, unseal the Portal of Power and defeat the adversary of that Trial.

Who goes first?

The last player to choose their character goes first. Play moves to the left.

ON YOUR TURN

1. **If you're in the Middle or Outer Regions**, roll one die, then move left or right the number of spaces you rolled.

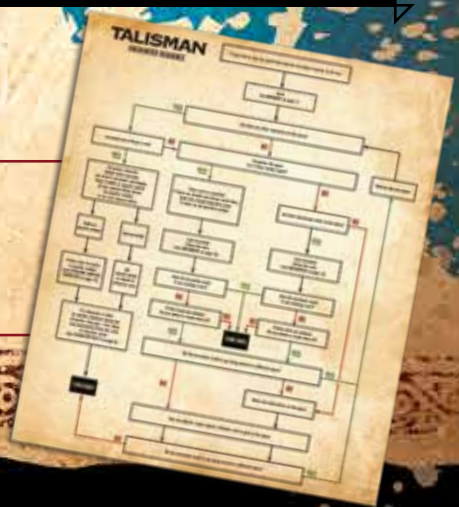
   If you're in the Inner Region, move one space per turn.
2. **Encounter the space** where you landed OR **encounter a character** (including **villain characters**!) on the space where you landed. Some encounters will be friendly, and some will be dangerous.
3. **If you draw or discard a villain character card**, immediately initiate a Trial Event. Follow the instructions for the Trial Event on the faceup side of the Trial card.

BEGIN YOUR JOURNEY!
Follow the **QUICK START** steps for Trial 1.
Look up information about cooperative play, villain characters and Trial adversaries as you go!

Note that trading in a villain character as a trophy in exchange for strength or craft does not count as discarding that card.

To learn more about encounters, see **ENCOUNTERS** on page 18 of the 5th edition rulebook.

If you ever land on a space and aren't sure what to do, see the **TALISMAN ENCOUNTER SEQUENCE** on the back cover of the 5th edition rulebook.



QUICK START

TRIAL 1: DESPERATE ACCORD

INTRODUCTION

Your walks of life, though vast in their variance, have shaped you into formidable champions. You cannot ignore the ringing in your blood that pulls you to the centre of the world—a world that has changed in recent weeks, gradually but doggedly. The forests once teeming with life have grown silent, eerily still. The merchants close shop early, paranoid by the chill that blows in with the dusk. Shadows lurk and twist in the corner of your eye, vanishing when you turn to face them. And most disturbing of all, the resplendent Portal of Power that leads to the heart of the world and separates the bold from the legendary has fallen dormant. One thing is clear: something is gravely wrong. In the past, your ambitions have made you enemies. Now, you'll need to band together as allies to investigate these troubling omens.



PREPARE FOR YOUR TRIAL

If you haven't done so already, remove the Trial 1 card from the box and place it on the Plain of Peril space, tan **SEALED** side faceup.

WINNING TRIAL 1

After you've completed the Trial, see **WINNING TRIAL 1** on page 14.

COOPERATION

In Talisman Alliances, you and the other player characters—called hero characters—must work together to overcome each Trial. Feel free to talk to each other about the choices you make as you play and reveal information that you might otherwise keep hidden in Talisman 5th Edition (such as spell cards).

SHARED FATE

The rules of fate are the same in Talisman Alliances as in Talisman 5th Edition, except for the following:

- You share a pool of fate with the other hero characters. When you gain or spend a fate token, add it to or remove it from the shared fate pool.
- As in 5th edition, you can spend a fate token in place of your movement roll to move up to 6 spaces. In Talisman Alliances, however, you're able to land on a space occupied by another character (including villain characters) when you spend a fate token to move.
- You can only spend 1 fate token per turn—that means if you spend a fate token to move, you won't be able to use fate in whatever encounter you face. There's just 1 fate token per turn for the entire group, so two hero characters can't both spend fate in the same turn.
- When you're directed to "replenish" fate, you don't replenish to the number listed on your character card. Instead, gain up to 2 fate tokens if the central pool is below its starting value.

See **FATE** on page 16 of the 5th edition rulebook to review the rules of fate.

FIGHT TOGETHER

On your turn, if you engage in battle or psychic combat on a space occupied by at least one other hero character, the other hero character(s) can choose to join forces and help! If they do, you fight as one with helping hero characters adding their strength (in battle) or craft (in psychic combat) to your attack roll to make a single, combined attack score. Helping characters cannot use special abilities, roll or use weapons. If you win, collect the card as a trophy (if prompted by the card). The helping character doesn't receive anything for assisting. If you lose, you and any helping characters each lose 1 life. During a Trial Event, if multiple heroes on the same space are attacked by one or more villain characters, players choose one hero to be the primary hero. Any other heroes on the space can act as helping characters. The primary hero character rolls to determine attack score and can use their special abilities and objects. Any helping characters do not roll and cannot use any special abilities or objects, but add their craft or strength as usual.

ENCOUNTERING ANOTHER HERO CHARACTER

Just as in 5th edition, when you land on a space occupied by another hero character (or characters) you may choose to encounter the character(s) instead of the space. When encountering another hero character, however, **you cannot attack**—instead, you can freely exchange any number of agreed-upon objects and gold. You cannot exchange followers.

If you're assigned a quest from a warlock to take 1 life from a character, villain characters count towards that quest!

OVERCOMING TRIALS

There are five Trials in Talisman Alliances: Fate Beckons. In each Trial, you must unseal the Portal of Power and defeat the unique adversary that threatens the balance of the world. Once you've done so, you've completed the Trial and may move on to the next! You do not retain any objects, followers, counters, gold or other possessions between Trials, and may choose a new character at the start of each Trial. **If all hero characters are eliminated, you have failed the Trial. Don't give up hope—you may restart and try again!** For details on each Trial, see pages 14-18.

UNSEALING THE PORTAL OF POWER

When you begin each Trial, the Portal of Power is sealed and can't be opened by the usual methods of forcing or picking the lock. To unseal the Portal of Power, you must place two Talismans on Places of Power, the four corner spaces in the Outer Region: Tavern, Village, City and Chapel. Once you've placed the second Talisman, the Portal of Power is unsealed. Flip the Trial card to the red UNSEALED side.You may now move freely through the Portal of Power without picking or forcing the lock.

- When you land on a Place of Power and have a Talisman in your possession, you may immediately place it there.

Tuck the card beneath the board—it cannot be moved or affected for the rest of the game (unless explicitly stated by the Trial effects).

- When you place a Talisman on a Place of Power, the hero characters gain 1 strength and 1 craft to distribute amongst themselves. For example, in a group of hero characters consisting of a Wizard, Dwarf, Thief and Troll, the group might decide to grant the strength counter to the Troll and the craft to the Wizard.
- You still need a Talisman in your possession to enter the Valley of Fire space, even if you've placed two Talismans on the Places of Power.



TRIAL EVENTS

Trial Events are specific sequences in each Trial. You must initiate a Trial Event when you draw or discard a villain character card with this icon on it.

Because villain characters are treated as characters and initiate Trial Events when drawn or discarded, they don't have encounter numbers and take precedence over all other Adventure cards. If you encounter a space like the Ruins (which requires you to draw two Adventure cards) and draw two villain character cards, simply place the cards on their starting spaces and initiate Trial Events in the order you drew them in.

DOOM TRACKER

As the doom tracker advances, the world around you grows more dangerous! The doom tracker tells you what effects are in place and how much additional strength and craft to add to villain character cards as you place them on the board. Advance the doom tracker when a hero character loses their last life and when otherwise prompted, usually by a Trial Event.

HERO CHARACTER DEATH AND THE DOOM TRACKER

If you lose your last life (and the doom tracker is not set to the final space of **DOOM**):

1. Advance the doom tracker one space.
2. Place your figure on the Village space in the Outer Region. You'll keep all objects, magic objects, followers, spells, trophies, fate tokens and gold as well as any additional strength and craft counters. At the start of your next turn, you must spend your gold to purchase as many lives as you can afford up to your life value at the cost of 1 life per gold. If you have no gold, you gain 1 life. Then your turn ends.

DOOM

While the tracker is set to **DOOM**:

- Each time you end your turn, lose 1 life.
- You cannot heal or gain lives. If you lose your last life, you die and are eliminated from the game. Drop any objects or followers in your possession on your current space. If the Portal of Power has been unsealed, you no longer place the top card of the Adventure deck into the discard pile at the start of an eliminated player's turn.
- If you draw or discard a villain character card, place the card on the board, add a +5 +5 strength/craft token to the card, and initiate a Trial Event as usual. Don't move the doom tracker token, since it's already set to DOOM.



VILLAIN CHARACTERS

Villain characters are powerful creatures that have been warped by the corruption of the world and viciously attack any hero character in their path.

- When you draw a villain character, place them on the starting space listed on their card and add strength/craft according to the doom tracker. They do not attack any hero character(s) that may happen to be on that space. When the Trial Event is initiated, they'll move clockwise and attack any hero characters they land on during their movement. See **VILLAIN CHARACTER MOVEMENT** for more.
- When you draw or discard a villain character card, immediately initiate a Trial Event. This happens even when the card is discarded using a spell, object or special ability, such as the Prophetess's ability.
- Villain characters are unaffected by board spaces and Adventure cards—they can only encounter hero characters.
- Any instructional text specific to 'characters' applies to villain characters as well. For example, if you were to receive the quest at the Warlock's Cave to take 1 life from another character, you could fulfill that quest by taking 1 life from a villain character.
- Villain characters possess both strength and craft values. They attack with strength in battle unless otherwise stated on their card. Because they have a craft value, hero characters with the ability to attack in psychic combat may do so. Some villain characters may only be fought with craft in psychic combat (similar to enemy spirits). In these instances, the hero character attacks with craft even if they don't have a special ability that allows them to choose psychic combat.
- Upon defeat, villain character cards can be taken as trophies and exchanged for either a strength or craft counter, never both. Choose the ability you prefer and use only the listed value on the character card for the trophy exchange, not any additional strength or craft gained from the doom tracker. When you exchange a villain character as a trophy, it does not count as a discard and therefore does not initiate a Trial Event (though you still place it in the Adventure discard pile).
- If you land on a [draw card symbol] space occupied by a villain character (see DRAW CARD SPACES on page 19 of the 5th edition rulebook), that villain character card does NOT count against the number of Adventure cards you need to draw.
- If a villain character is on the same space as another villain character and encounters a hero character, those villains fight as one during the encounter, adding their strength or craft together with just one attack roll to make a single, combined attack score. Similarly, if a hero lands on a space with more than one villain character and chooses to encounter those villain characters, they choose one villain character as the primary villain. Any other villains on the space join forces and help the primary villain! They add their strength (in battle) or craft (in psychic combat) to the primary villain's attack roll to make a single, combined attack score. The special abilities of helping villain characters do not apply.

VILLAIN CHARACTER MOVEMENT

When villain characters are prompted to take their movement, typically after a Trial Event, they activate in a specific order.

- First, activate villain characters in the Outer Region. Start at the Village space and look clockwise around the Outer Region. When you see a space occupied by a villain character, activate that character. They move clockwise a number of spaces equal to their movement. If at any point they land on a space occupied by a hero character, they stop their movement and attack that character (even if they have movement remaining). Resolve that encounter. Continue looking clockwise around the board and activate any remaining villain characters in the Outer Region. If there are no hero characters in the Outer Region, the villain characters will move to the Middle Region via the Sentinel bridge.
- Once the villain characters in the Outer Region have moved, activate any villain characters in the Middle Region. Start with the Portal of Power space and look clockwise around the Middle Region, activating villain characters and moving them clockwise as you see them. If there are no hero characters in the Middle Region and there **are** hero characters in the Inner Region, the villain characters move to the Inner Region via the Portal of Power. If there are no hero characters in the Middle Region or Inner Region, the villain characters move to the Outer Region via the Sentinel bridge.

- Once the villain characters in the Middle Region have moved, activate any villain characters in the Inner Region. Start with the Plain of Peril space and look clockwise around the Inner Region, activating villain characters as you see them. If there are no hero characters in the Inner Region, villain characters will move from the Inner Region to the Middle Region via the Portal of Power.

If multiple villain characters are on the same space when a Trial Event is initiated, players can choose which villain character takes their movement first.

ENCOUNTERING A VILLAIN CHARACTER

When you decide to encounter a villain character on your turn, you must:

- **Attack** and initiate a battle (measured by strength) or psychic combat (measured by craft),
- or **use one of your special abilities** against that character.

ATTACKING A VILLAIN CHARACTER

1. Announce whether you are initiating a **battle** (measured by strength) or **psychic combat** (measured by craft) if your character has a special ability that allows you to do so or if the villain character card instructs you to.
2. **Cast spells**! The hero character may choose to cast any spells, for example, to increase their strength or craft.
3. **Roll to determine attack score.**
    1. Each character rolls one die.
    2. The hero character may pay fate to reroll.
    3. Determine your attack score:

If you're engaged in battle, each character adds their roll to their strength, then adds any modifiers from any cards or abilities they have.

If you're engaged in psychic combat, each character adds their roll to their craft, then adds any modifiers from any cards or abilities they have.

4. **The character with the higher score wins!**
5. **If you win**, the losing villain character loses 1 life. Some villain characters have multiple lives—you must take all their lives to defeat them and remove them from the board.

If the villain character wins, lose 1 life.

If there is a tie, it's a standoff, and neither character is harmed. No one loses a life. If it was a battle of strength, the loser may use an object to prevent losing a life.

6. The attacking character's turn ends.

ADVERSARIES

Adversaries are incredibly powerful creatures. Spells have no effect on them. Each Trial has a unique adversary that the hero characters must defeat to complete the trial. Note that adversaries are a type of creature but are not classified as enemies. See **CREATURES AND ENEMIES** on page 23 of the 5th edition rulebook.

> Read the text of special abilities, objects and spells to know whether they apply to just enemies or all creatures. For example, take the special ability of the Ghoul: when they kill an enemy in battle, they may raise it from the dead and keep it as a follower. 'Enemy' here refers to the type of Adventure card labelled enemy. The Ghoul cannot raise an adversary or a villain character as an undead follower because their ability applies only to enemies.

ENCOUNTERING AN ADVERSARY

After you unseal the Portal of Power, flip the Trial card to the red **UNSEALED** side.

Here you'll find the statistics of the Trial adversary—this is the creature you need to defeat to complete the Trial. Follow the usual rules of encountering a creature, applying any special effects listed on the Trial card text. See **ENCOUNTERING A CREATURE** on page 22 of the 5th edition rulebook.

Adversaries never join forces with other creatures during encounters with hero characters. If an adversary and a villain character share the same space, hero characters can choose to encounter: the space, the villain character, **or** the adversary.



LEARN THE SET UP AND DETAILS OF THE TRIALS AHEAD.

ENCOUNTER SPOILERS IF YOU DARE.



TRIAL 1: DESPERATE ACCORD

Read the story introduction and learn how to prepare for Trial 1 under **QUICK START** on page 9.

WINNING TRIAL 1

SPOILER ALERT

With a final strike, the elder dragon rears back and falls to the ground, the pulsing crimson light infecting its veins receding and finally fading to nothing as it gasps for air. It blinks at you weakly, bowing its head in thanks. It will take at least half a century for the dragon to recover from wounds like this, and it's still unclear who—or what—inflicted the corruption to begin with. Just as you catch your breath, you feel a pulse in the ground beneath you. An earthquake? No, it's stranger than that—with a burst of noise, gnarled roots and leafy vines sprout from the jagged obsidian rock of the elder dragon's home. The twisting flora restrains you completely, dragging you with boundless speed through the Portal of Power and onto the banks of Storm River. You look on in shock as, in moments, the Portal of Power is wreathed in thorn and vine. Exotic plants as you've never seen before sprout and spread, encasing the structure completely. What is the meaning of this?!

After you complete Trial 1, you may open envelope 1 and box 1 and remove the contents. Inside, you'll find a new playable hero character, new Adventure and villain character cards, and the objective of your next Trial!

If you're continuing to the next Trial,
see **TRIAL 2: NATURE'S WRATH** on page 15.

If you're done playing for now,
follow the **RESTORAGE** steps on page 19.

TRIAL 2: NATURE'S WRATH

Introduction

You turn your head in wonder at the unfamiliar world around you. Intoxicating flowers erupt from cupboards, cracks in the cobblestone, boots in the closet, half-drunk mugs of ale. Though their aroma is sugar-sweet, a mere brush of their petals causes pulsing pustules and prickling hives to form all over the body. Farmers' harvests overripen in moments, the mealy overgrowth spilling from the manicured fields only to be trampled underfoot by stampedes of wild-eyed elk. Birds screech and scream from above. A new ecosystem has emerged, and no one is safe. Venture forth and stop this madness before everything you hold dear is wrapped in thorn and ivy!

Prepare for Your Trial

1. If you haven't already done so, open envelope 1 and box 1 and remove the contents.

The Will of the Wisp is now available to choose as a hero character! Shuffle the Infectious Wrath and Ancient Cairn cards into the Adventure deck. Place the Steward of the Glade on the Cursed Glade space. It carries a Talisman from the Talisman deck. This does not count towards one of the starting villain character cards.

2. If you have not yet set up your play area:

- Follow the steps of **SET UP TALISMAN ALLIANCES** on page 6.

If you have set up your play area and are continuing from a previous Trial:

- Remove the villain character cards from the board and Adventure deck and shuffle them into your villain character deck.
- Remove the two Talisman Adventure cards from the board or Adventure deck.
- Follow the steps of **SET UP TALISMAN ALLIANCES** on page 6 from **step 11** on.
- You can choose a new character or continue playing the same character, but you won't retain objects, followers or additional counters from the previous Trial.

Winning Trial 2

SPOILER ALERT

The vines that have been incessantly clinging and snapping at your ankles slowly recede into the grass. The Nature Elemental sways before you, its leaves and filament curling inward as its exterior hardens to a golden-hued bark. Slowly, its branches spread into the sky, the soft wind whistling through the boughs to form a gentle melody. In a few moments, a tree stands before you. It bears red fruit sweet to the taste. The far-off sounds of lowing creatures can no longer be heard; finally, there is peace. That is, until one of your companions frowns at the fruit in your hand. You look down, perplexed, to see the bite mark slowly disappearing, until the fruit is full and round once more, completely untarnished. But how could that be? You feel déjà vu grip you and suddenly find yourselves transported before the Portal of Power. Unlike before, the Portal seems fully operational—until you try to step through it and emerge on the same side from which you entered. Try as you might, you are seemingly transported back in time each time you try to cross to the Plain of Peril. You must get to the bottom of this!

After you complete Trial 2, you may open envelope 2 and box 2 and remove the contents. Inside, you'll find a new playable hero character, new Adventure and villain character cards, and the objective of your next Trial!

If you're continuing to the next Trial,
see **TRIAL 3: UNFETTERED FATE** on page 16.

If you're done playing for now,
follow the **RESTORAGE** steps on page 19.

TRIAL 3: UNFETTERED FATE

Introduction

Across the land, time is in flux. Townspeople are gripped by bouts of déjà vu, finding themselves in routines and circumstances from years prior. Tomes once full of lore and knowledge now bear blank pages. Ancient prophecies etched into stone are twisting, changing, rewriting themselves, further evidence of the contortions of fate that are wracking the land. Overwhelmed by this temporal tampering, you consult a wisewoman who has forgotten all her teachings but one: how to glimpse the threads of fate. She peers incredulously into a dark basin of water, murmuring darkly, before addressing you all. A great evil is at work. I know not how, or by whom, but the Fates have been unchained; loose for the first time in eons, they will spread chaos until the world itself is unwritten. She instructs you to unseal the Portal of Power to call forth the curious, fickle Fates. Beyond that, she cannot help you.

Prepare for Your Trial

1. If you haven't already done so, open envelope 2 and box 2 and remove the contents.

The Centaur is now available to choose as a hero character! Shuffle the Hearty Ogre villain character card into your villain character deck and the Banner of Resistance and Banshee cards into the Adventure deck.

2. If you have not yet set up your play area:

- Follow the steps of **SET UP TALISMAN ALLIANCES** on page 6.

If you have set up your play area and are continuing from a previous Trial:

- Remove the villain character cards from the board and Adventure deck and shuffle them into your villain character deck.
- Remove the two Talisman Adventure cards from the board or Adventure deck.
- Follow the steps of **SET UP TALISMAN ALLIANCES** on page 6 from **step 11** on.
- You can choose a new character or continue playing the same character, but you won't retain objects, gold, followers or additional counters from the previous Trial.

Winning Trial 3

SPOILER ALERT

The weakened Fates shriek and writhe as the chains of time encircle them, dragging them to their eternal holding in a burst of blinding light. The fragments of the Talisman at your feet glimmer and shine, unveiling a scene before you: the Portal of Power. You spy a piece of fruit on the ground beside it, the same fruit you had bitten into, and watch as the marks of your bite reappear on the red flesh. The scene changes to reveal more of the world: sundials and timepieces displaying the same time, ink filling the volumes of history and knowledge once more, townspeople no longer trapped in harrowing loops. Time moves ahead once more on a linear path. The Talisman fades to nothing, and the scene with it. You don't know who was responsible for unchaining the Fates, but you've managed to put an end to their scheme. Not bad for a temporary alliance. You still as you hear a rustling noise behind you—a villain, defeated by you earlier in the day! But how could that be,
with the Fates chained once more? You notice its mortal wounds are not receding. In fact, it seems truly dead, though it staggers towards you with grim determination.

After you complete Trial 3, you may open envelope 3 and box 3 and remove the contents. Inside, you'll find a new playable hero character, new Adventure and villain character cards, and the objective of your next Trial!

If you're continuing to the next Trial,
see **TRIAL 4: DEATH DESERTED** on page 17.

If you're done playing for now,
follow the **RESTORAGE** steps on page 19.

TRIAL 4: DEATH DESERTED

Introduction

Restless dead wander freely, driven mad by whatever force fuels their rotting, ambling forms. Crops grow overripe after being plucked from the vine. Holes litter the ancient graveyards with caskets flung open and bereft of their inhabitants. The dead continue to rise, and the defeated don't stay down for long. From beyond the Portal of Power, you hear thunderous, primeval bellows of anger—but you're unable to see beyond the inky black void that now fills the Portal's frame. You'll need to once again unseal the Portal to get to the bottom of this mystery.

Prepare for Your Trial

1. If you haven't already done so, open envelope 3 and box 3 and remove the contents.

The Valkyrie is now available to choose as a hero character! Shuffle the Vengeful Dead card into the Adventure deck.

2. If you have not yet set up your play area:

- Follow the steps of **SET UP TALISMAN ALLIANCES** on page 6.

If you have set up your play area and are continuing from a previous Trial:

- Remove the villain character cards from the board and Adventure deck and shuffle them into your villain character deck.
- Remove the two Talisman Adventure cards from the board or Adventure deck.
- Follow the steps of **SET UP TALISMAN ALLIANCES** on page 6 from **step 11** on.
- You can choose a new character or continue playing the same character, but you won't retain objects, gold, followers or additional counters from the previous Trial.

3. Place the Revenant Lieutenant and Emissary villain character cards underneath the Trial card. They'll come into play later.

SPOILER ALERT

Death's Traitors

The Trial adversaries in Death Deserted are also villain character cards, and they each have a unique special ability. These traitors have defied Death, their master, and are reviving restless villains across the land.

Special Ability: Bulwark

The Revenant Lieutenant has the special ability Bulwark. If the Revenant Lieutenant is in play, when other villain characters would lose a life, roll one die. On a roll result of 4, 5 or 6, that villain does not lose a life.

Special Ability: Grave Bargain

The Emissary has the special ability Grave Bargain. Each time the Emissary moves, revive one random villain character card from the Adventure discard pile and place it on the board. That villain character does not trigger a Trial Event or take their movement this turn, but they do add their strength/craft bonus according to the space on the doom tracker.

Winning Trial 4

As you deal the final blow to the villain before you, the sun is eclipsed by a dark shadow. You see a look of terror cross the face of your adversary and look up to see the sepulchral figure of Death above you, dark strands of smoke radiating from their form. Death extends a spindly finger to you. *Do not fret, mortals. I have not come to collect my payment. Indeed, I must thank you—my erstwhile servants have been greatly weakened by your deeds today. But they are quick and cowardly little vermin and will take me some time to fully contain. I offer a boon to you, who have helped me: my servants were enchanted. By whom, I am uncertain. There are very few powerful enough to do it...if it is who I suspect —but no. I collected his spirit years ago.* Death gazes down. The adversary has vanished, but the being does not seem surprised. *I must away. Be cautious. What lies before you is a threat to all.* Death's shadow recedes, leaving you under the blistering rays of the sun.

After you complete Trial 4, you may open envelope 4 and box 4 and remove the contents. Inside, you'll find a new playable hero character, new Adventure and villain character cards, and the objective of your next Trial!

If you're continuing to the next Trial,
see **TRIAL 5: THE INEXORABLE WHEEL** on page 18.

If you're done playing for now,
follow the **RESTORAGE** steps on page 19.

TRIAL 5: THE INEXORABLE WHEEL

Introduction

Softly glowing arcane runes cover the frame of the Portal of Power. Academics have trekked from the world over to pore over the meaning of the strange text, and though many have identified its origins as ancient, none can decipher it—the last vestiges of scholars to have written in such script must have died eons ago. Though their meaning is unclear, their effect is obvious: none can pass through the Portal. As you regard the inert monument before you, a chill overtakes you. A soft whisper, from beyond the Portal. Time slows around you. The voice croons to you, *I must thank you, heroes, for all you have done to aid me. I am no longer bound by the chafing laws of Fate and Death – and all due to a handful of simple manipulations; corrupting the elder dragon's place of rest, provoking the elements to a stir, releasing the Fates and Death's pitiful servants into frenzy for you to weaken. Finally, I can reclaim my rightful throne and rule forevermore.*

Prepare for Your Trial

1. If you haven't already done so, open envelope 4 and box 4 and remove the contents.

The Minotaur is now available to choose as a hero character! Shuffle the Aberration villain character card into your villain character deck and the Gravity Cull and Broken Destiny cards into the Adventure deck. Make sure to add the Revenant Lieutenant and Emissary cards from the last Trial to your villain character deck—they're still at large as Death works to contain them.

2. If you have not yet set up your play area:

- Follow the steps of **SET UP TALISMAN ALLIANCES** on page 6.

If you have set up your play area and are continuing from a previous Trial:

- Remove the villain character cards from the board and Adventure deck and shuffle them into your villain character deck.
- Remove the two Talisman Adventure cards from the board or Adventure deck.
- Follow the steps of **SET UP TALISMAN ALLIANCES** on page 6 from **step 11** on.
- You can choose a new character or continue playing the same character, but you won't retain objects, gold, followers or additional counters from the previous Trial.

Winning Trial 5

The Lich Lord crumples as you draw back to catch your breath. His form shifts and blurs, becoming wraith-like and insubstantial; the crown atop his head falls to the ground with a clatter that quells the silence. He regards his hands before raising his gaze to you. *They once called me Steraminus, though that name bears no meaning in this age. Know I was once like you: a would-be contender for the greatest seat of power.* His eyes burn with ambition. *And it was mine. I ruled for centuries—and could have ruled for centuries more! Death, that sly and greedy spectre, came for me. In the thrall of the underworld I could not access my great power, and the crown, my crown, was bickered over by ignoble vermin that dared to aspire to my throne. But in my hated prison I had much time to plot, yes. A push here, a nudge there... if the Fates could be twisted, if Death could be thwarted, I could return, as powerful as I ever had been. And so I did. You who would be my pawns became my undoing... but I will not rest for long. Hear me: I shall rise again!* Just as the Lich Lord's voice reaches a crescendo, a shadow eclipses the sun and he is gone. In the silence that follows, you feel a sense of calm. The glowing runes fade from the Portal of Power, signifying it once again operable. You regard one another before departing on separate, winding paths. As you venture forth, you feel it: the call of the lands beyond the Portal of Power, where the Crown of Command awaits its next master. The next time you see your fellow heroes, you may very well be sworn rivals.
For now, there is peace.

After you complete Trial 5, you may open box 5 and remove the contents. When a character is transformed into a toad, you may use this figure to represent them!

AFTER THE TRIALS

If you've finished all five Trials, congratulations! You've completed the game. You can go back and replay a Trial of your choice or reset the game and start from the beginning. See **RESTORING YOUR GAME AFTER TRIAL 5** below to return the components to their original boxes and envelopes.

Feel free to add the characters you've gained from Talisman Alliances to your Talisman 5th Edition box to use as character options.

The following Alliances cards can also be added to your 5th edition game, to be played outside of cooperative mode:

Alchemical Fate (Spell)
Pupil (Spell)
Broken Destiny (Event)
Gravity Cull (Event)
Infectious Wrath (Event)
Banshee (Follower)

Simply add the above cards to their respective Spell and Adventure decks when you set up your play area.

RESTORAGE

RESTORING YOUR GAME BETWEEN TRIALS

Follow these steps to restore your game between Trials.

1. Remove all Alliances cards from the board—they're marked with the letters TAFB, unlike the Talisman 5th Edition cards. Place those cards in your Talisman Alliances box.
   - Include any mystery cards you've uncovered from completing Trials! You'll shuffle them into the appropriate decks the next time you play Alliances.
2. Place all Alliances character cards and figures back in your Alliances box. You can also add these to your Talisman 5th Edition box to play outside of cooperative mode!
3. Return the cardboard insert, doom tracker, doom token and all strength/craft tokens to your Talisman Alliances box.
4. Return all other components to your Talisman 5th edition box.

RESTORING YOUR GAME AFTER TRIAL 5

Follow these steps to completely reset your game to replay or pass on to new players.

1. Return the mystery figures and cards to the following boxes and envelopes:
   - **Box 5:** Minotoad figure
   - **Box 4:** Minotaur figure
   - **Envelope 4:** Trial 5 card; Minotaur character card; Aberration villain character card; Gravity Cull and Broken Destiny Adventure cards
   - **Box 3:** Valkyrie figure
   - **Envelope 3:** Trial 4 card; Valkyrie character card; Revenant Lieutenant and Emissary villain character cards; Vengeful Dead Adventure card
   - **Box 2:** Centaur figure
   - **Envelope 2:** Trial 3 card; Centaur character card; Hearty Ogre villain character card; Banner of Resistance and banshee Adventure cards
   - **Box 1:** Will of the Wisp figure
   - **Envelope 1:** Trial 2 card; Will of the Wisp character card; Steward of the Glade villain character card; Infectious Wrath and Ancient Cairn Adventure cards



2. Remove all remaining Alliances cards from the board, Adventure deck and Spell deck—they're marked with the letters TAFB unlike the Talisman 5th edition cards. Place those cards in your Talisman Alliances box.
3. Return the cardboard insert, doom tracker, doom token and all strength/craft tokens to your Talisman Alliances box.
4. Return all other components to your Talisman 5th edition box.

TALISMAN
ALLIANCES

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