



TALISMAN[®]

N E M E S I S

Call of the Hunt

G1505



3-6

12+

REQUIRES TALISMAN 5TH EDITION TO PLAY
(SOLD SEPARATELY)





Objective:

If you're a hero: Overcome all Trials in Talisman Nemesis: Call of the Hunt by working cooperatively with other hero characters to destroy the sacred sites and kill the adversary of each Trial.

If you're the Nemesis: Each Trial has a unique objective for the Nemesis player. For details on each Trial, see pages 19–23.

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



Double-sided centre board

5 Trial Rush cards (Enemy)



9 Boar villain character tokens



6 level tokens



Huntress character card



Huntress figure



14 Boon cards



Boar Warlord figure



4 Sacred Site cards (Place)



7 Trial 1 Action cards



9 spell cards



Pathway card (Place)



Final Encounter card



Rulebook



Trial 1 card



Nemesis additional turn card



2 Boxes with 3 mystery figures, 2 cardboard partsheets, and 19 game cards



6 companion cards

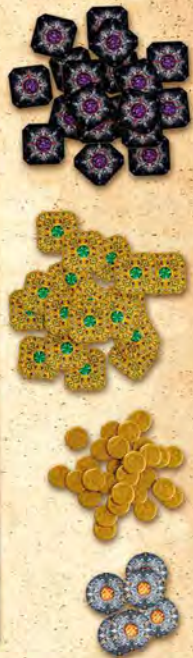
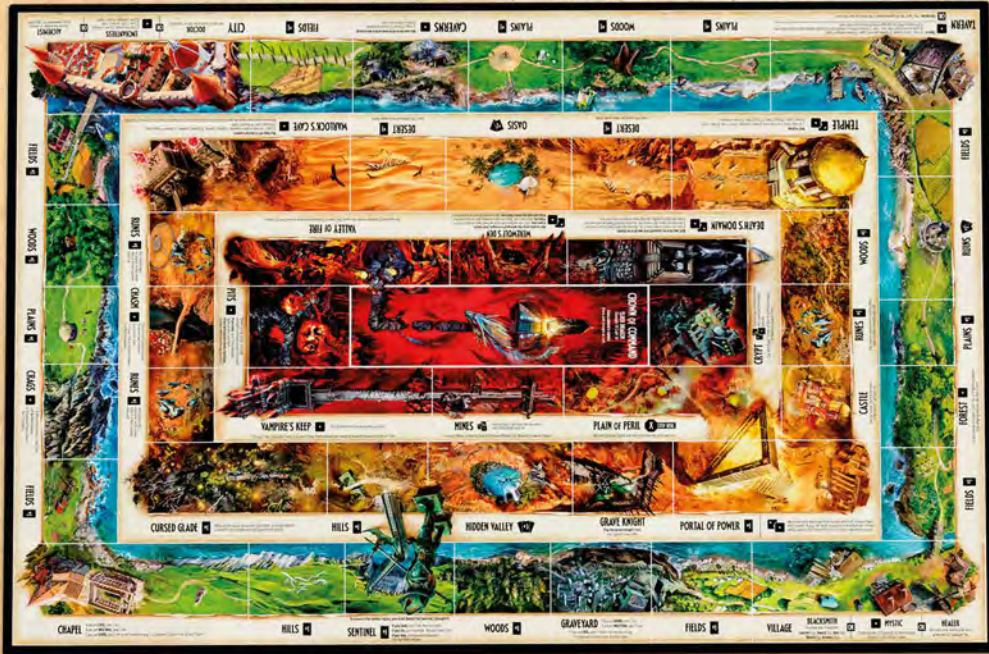


Nemesis reference card



7 standard action cards

WHAT YOU'LL NEED FROM TALISMAN 5TH EDITION



64 Adventure cards

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



10 spell cards

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



WHAT'S DIFFERENT ABOUT TALISMAN NEMESIS?

Here's a quick rundown on the main differences between Talisman 5th Edition and Talisman Nemesis.

The Nemesis

The Nemesis is a new type of player in Talisman. They're the bad guy! See **PLAYING THE NEMESIS** on page 17 to learn more.

The Heroes

All the other players are heroes! Heroes work together to defeat the Nemesis. See **PLAYING A HERO CHARACTER** on page 12 to learn more.

The Trials

Talisman Nemesis contains three distinct Trials with objectives for the Nemesis and the heroes. Each Trial has a unique adversary – that's the Boar Warlord in Trial 1. The other adversaries will be revealed as you complete Trials and open boxes!

The Centre Board

The centre board replaces the Inner Region on your Talisman gameboard. You'll use the Hunting Grounds side to play Nemesis. The other side, Fey Domain, can be used as an alternate Inner Region when you play standard Talisman 5th Edition. See **THE CENTRE BOARD – FEY DOMAIN** on page 26 to learn more. If a card (such as the Hermit) ever references a space that is covered by the centre board, replace that space with the Portal of Power space.

Game Terms

The Nemesis controls different kinds of creatures throughout the game – adversaries, villains, and enemies. It's important to distinguish between these distinct game terms. See the **GLOSSARY** on page 25 for a rundown on all the new game terms, as well as **CREATURES AND ENEMIES** on page 23 of Talisman 5th Edition for a refresh on game term distinctions.

Fate

The rules of fate work a little differently in Talisman Nemesis – see **USING FATE** on page 12 for all the details.





SET UP TALISMAN NEMESIS

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 Nemesis! Keep your Talisman Nemesis 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 14 cards, then return those cards to the box. Keep the remaining spell cards to the side for now.

1x Acquisition	2x Immobility
2x Counterspell	1x Mesmerism
1x Destroy Magic	1x Nullify
2x Destruction	1x Random
1x Healing	1x Temporal Warp
1x Hex	

6. Take the red Adventure deck from your 5th edition box and remove the following 37 cards. Removing these cards helps streamline your expansion experience.

1x Dragon (Enemy-Dragon)	1x Mule (Follower)
1x Wraith (Enemy-Spirit)	1x Poltergeist (Follower)
1x Angel (Event)	1x Prince (Follower)
1x Blizzard (Event)	1x Princess (Follower)
1x Book of Spells (Event)	1x Magic Portal (Place)
1x Calamity (Event)	1x Marsh (Place)
1x Devil (Event)	1x Maze (Place)
1x Evil Darkness (Event)	1x Water Bottle (Object)
1x Imp (Event)	1x Helmet (Object - Armour)
1x Magical Vortex (Event)	1x Shield (Object - Armour)
1x Market Day (Event)	1x Amulet (Magic Object)
1x Pestilence (Event)	1x Chalice of Life (Magic Object)
1x Raiders (Event)	1x Holy Lance (Magic Object)
1x Siren (Event)	1x Holy Symbol (Magic Object)
1x Storm (Event)	1x Talisman (Magic Object)
1x Gnome (Follower)	1x Healer (Stranger)
1x Hag (Follower)	1x Hermit (Stranger)
1x Mercenary (Follower)	1x Mage (Stranger)
1x Pixie (Follower)	

SET UP TALISMAN NEMESIS (CONTINUED)

- Return the removed Adventure cards to your 5th edition box, **except for the Talisman card**. Keep that card, and the other remaining Adventure cards, to the side for now.

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

- Add the 9 spell cards from your Talisman Nemesis box to your purple Spell deck, then shuffle that deck and place it facedown next to the gameboard.
- Shuffle the 63 Adventure cards remaining from your Talisman 5th Edition box and draw 10 cards from the top. **Don't look at them!**
- To those 10 cards, add the Talisman card you set aside as well as the 5 Trial Rush cards (A) from your Talisman Nemesis box. Shuffle the 16 cards and place them on top of the Adventure deck. Place that deck next to the gameboard.
- Cut the deck roughly in half and insert the Final Encounter card (B) to the middle.
- Place the centre board (C) over the Inner Region of the gameboard. You'll use the Hunting Grounds side to play Talisman Nemesis. Line up the board so that the Portal of Power on your 5th edition board continues over onto the centre board. The other side can be used when you play standard Talisman 5th Edition. See **THE CENTRE BOARD – FEY DOMAIN** on page 26 to learn more about the other side of the board.
- Place the pathway card (D) on the Plains space next to the Caverns.
- Decide which player will be the Nemesis. All other players are hero players. Hero players, follow the steps of **SET UP YOUR CHARACTER** on page 10 of the 5th edition rulebook. The Huntress can be selected to play in all three Trials. The Nemesis player does not select a character.
 - Instead of placing fate tokens next to your character card, combine each hero character's fate tokens into a shared pool next to the gameboard.
 - All hero characters begin the game on the Tavern space.



(A) TRIAL RUSH CARD



(B) FINAL ENCOUNTER CARD



(D) PATHWAY CARD



(E) 14 BOON CARDS



(C) CENTRE BOARD – HUNTING GROUNDS



(C) CENTRE BOARD – FEY DOMAIN

15. Shuffle the Boon deck (E) and place it facedown next to the player to the left of the Nemesis.
16. The last hero player to choose their character looks through the 6 companion cards (F) and chooses one companion to place next to their character card.
17. The player to their right then chooses another companion, and so on, until each hero player has a companion.
18. Each hero character takes one level token (G) and places it on the 1 on their companion card.
19. The Nemesis player takes the Trial card (H), Nemesis reference card (I), 7 Standard Action cards (J), 7 Trial-specific Action cards (K), and villain character tokens (L) for whichever Trial you're playing.
20. The Nemesis shuffles the 7 Standard Action cards and 7 Trial-specific Action cards together. Then, they draw three cards from that combined deck to add to their hand.
21. The Nemesis player collects fate tokens and life counters according to the Trial card.
22. Place the sacred site cards (M) on the board according to the locations listed on the Trial card. The number of sacred sites you place is equal to the number of hero players, to a maximum of 4. Return any leftover sacred site cards to the box.
23. Place one villain character token on each sacred site.
24. Place the adversary figure on the Lair of the Beast space. If you're playing Trial 1, that's the Boar Warlord (N)!



(F) 6 COMPANION CARDS



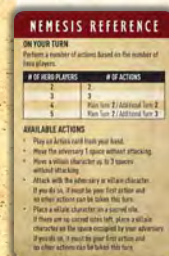
(G) LEVEL TOKEN



(L) VILLAIN CHARACTER TOKEN



(H) TRIAL CARD



(I) NEMESIS REFERENCE CARD



(J) 7 STANDARD ACTION CARDS



(K) 7 TRIAL-SPECIFIC ACTION CARDS



(M) 4 SACRED SITE CARDS



(N) BOAR WARLORD FIGURE

PLAY

HOW TO WIN

If you're a hero: Each Trial has its own unique adversary, villain characters, and minions. To win, you'll need to defeat each Trial's adversary before the Nemesis player wipes you out!

If you're the Nemesis: Each Trial has a unique objective for the Nemesis player. For details on each Trial, see pages 19 - 23.

WHO GOES FIRST?

The player sitting to the left of the Nemesis player goes first. Play moves to the left.

ON YOUR TURN AS A HERO CHARACTER

1. Roll one die, then move left or right the number of spaces you rolled.
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.

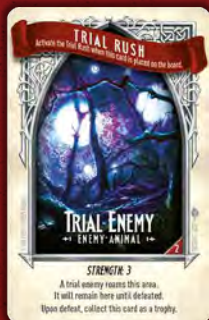
READING A TRIAL CARD

The stats and mechanics for the adversary, villain character, Trial enemy, and Trial Rush of each Trial are listed on the Trial card.

The adversary of Trial 1 is the Boar Warlord, represented by the figure. His stats are listed here.

The villain character stats. Villain characters are represented by tokens.

The trial enemy stats. Trial enemies are represented by the Trial enemy cards. Always complete the Trial Rush first before battling the Trial enemy.



TRIAL RUSH

If you draw a Trial Rush card, follow the instructions for the Trial Rush on the Nemesis player's card. The details of the Trial Rush will change depending on which Trial you're on. If you discard a Trial Rush card using an object or special ability, the Trial Rush does not occur. 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.



READING THE RULEBOOK

In *Talisman Nemesis*, there are two types of players: the **Nemesis** and the **heroes**. Certain parts of this rulebook are in **green** – those sections have information particularly relevant to the Nemesis!

ON YOUR TURN AS THE NEMESIS

Perform a number of actions based on the number of hero players. At the end of your turn, draw Action cards based on the region of the board the adversary is in. If the adversary is in the Inner Region, draw 1 Action card. If they're in the Outer or Middle Regions, draw 2 Action cards. You have a hand limit of 8.

# OF HERO PLAYERS	# OF ACTIONS
2	2
3	3
4	Main Turn: 2 / Additional Turn: 2
5	Main Turn: 2 / Additional Turn: 3

AVAILABLE ACTIONS

- Play an Action card from your hand. Then place it in the Action discard pile.
- Move the adversary 1 space without attacking.
- Move a villain character up to 3 spaces without attacking.
- Attack with the adversary or villain character. If you do so, it must be your first action, and no other actions can be taken this turn.
- Place a villain character on a sacred site. If there are no sacred sites left, place a villain character on the space occupied by your adversary. If you do so, it must be your first action, and no other actions can be taken this turn.

If you're playing with 4+ hero characters, the adversary player takes an additional turn after the second player in turn order.

Place the Nemesis additional turn card between the second and third player in turn order. Unlike after the main turn, hero players don't draw Boon cards.

AFTER THE NEMESIS'S MAIN TURN, DRAW BOON CARDS

Immediately after the Nemesis takes their main turn (in a 5+ player game, that's the turn not marked by the additional turn card) the player to the left of the Nemesis draws Boon cards equal to the number of hero players minus one. Heroes, decide amongst yourselves how to distribute the Boons; each hero character can only have one Boon card at a time.

BEGIN YOUR JOURNEY!

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



QUICK START

TRIAL 1: TUSK AND FERVOUR

INTRODUCTION

You bolt upright from your slumber and find yourself in a hard wooden chair. The clinking of ale mugs and soft chatter fills the air as light streams in from the open window, momentarily blinding you. As you blink spots from your eyes, you realize with a start that you recognize this place. You're in the local tavern — and you're not alone. The Lady of the Hunt's voice rings out: *"Look now amongst yourselves, you who have answered my call. The first of your foes is the fierce Boar Warlord. He is a brutal and relentless combatant eager to tear down any who stand in his path. He has left countless victims in his wake. You must destroy the sacred sites of the boar nature spirits before you can attack their leader, the Warlord. I will lend you my aid to hunt this beast, but even so, it will not be easy. Then again, no challenge worth pursuing ever is."* Shakily, you rise and look to your allies. It's time to begin.

PREPARE FOR YOUR TRIAL

If you haven't done so already, follow the steps of **SET UP TALISMAN NEMESIS** on page 7.

OBJECTIVE

For the hero characters: Destroy all sacred sites and defeat the adversary of the Trial, the Boar Warlord. You won't be able to take a life from the Boar Warlord until all the sacred sites have been destroyed!

For the Nemesis: Kill three hero characters. If a hero character dies from an indirect attack (for example, by losing a life in the Desert), that counts towards your number of kills!

WINNING TRIAL 1

After you've completed the Trial, see **WINNING TRIAL 1** on page 19.

PLAYING A HERO CHARACTER

COOPERATION

In Talisman Nemesis, hero characters must work together to overcome each Trial by destroying all sacred sites and killing the adversary. 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). You may speak in private and keep that information hidden from the Nemesis.

USING FATE

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

- The hero characters share a pool of fate. 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 Nemesis, 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.
- As a hero character, whenever you're directed to "replenish" fate, don't replenish to the number listed on your character card. Instead, collect 1 fate token. Collect 2 fate tokens if the central pool is **below** its starting value from set up.

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

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 doing so, however, you cannot attack—instead, you can freely exchange any number of agreed-upon objects and gold. You cannot exchange followers, trophies, Boon cards, or companions.

HEROES 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 token as a trophy (if prompted by the card). The helping character doesn't receive anything for assisting. During the Nemesis's turn, if multiple heroes on the same space are attacked by the Nemesis player, the Nemesis chooses 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. If you lose, you and any helping characters each lose 1 life.

CHOOSE TO MOVE ZERO

Unlike in Talisman 5th Edition, hero characters can choose to take zero for their movement roll only if that hero character begins their turn on a space containing a villain character or adversary. If you choose to move zero, you **MUST** encounter that villain character or adversary.

BOON CARDS

On each round **after** the first round is completed, the Lady of the Hunt bestows boons on her champions. After the Nemesis player takes their main turn, the hero characters draw Boon cards equal to one less than the number of hero characters and distribute those cards amongst themselves. Each player can have only one Boon card at a time. They can keep these cards a secret from the Nemesis. If you run out of Boon cards, shuffle the discard pile to create a new deck.

COMPANIONS

In Talisman Nemesis, each hero character has a companion! Companions begin at level 1 and earn new abilities at each level. You can level up your companion by fulfilling the cost listed next to the level number. If at any time during the game you meet that requirement, you may immediately complete it (even if it's not your turn). If you level up, you still use the lower-level abilities. All level 3 abilities require a Talisman to unlock. Once obtained, keep that Talisman on your companion. It cannot be dropped, stolen, or removed in any way.

HERO CHARACTER DEATH

If you lose all your lives, you have been killed and you must do the following:

1. Remove your figure from the board and return it to the box. The Nemesis player collects your character card.
2. Discard all trophies and spell cards to the appropriate discard piles.
3. Discard all strength and craft counters to your stockpile next to the gameboard.
4. Place your companion card, as well as any objects, magic objects, followers or gold to the side for now.
5. Select a new character and follow steps 4-7 of **SET UP YOUR CHARACTER** on page 10 of your 5th edition rulebook. You can choose to start on the Tavern space or on the starting space listed on your character card.
6. Place your companion card next to your new character card. Collect any objects, magic objects, followers or gold you placed to the side.
7. Place 1 strength counter and 1 craft counter on your new character.
8. Your turn ends. Play passes to the left.

SACRED SITES

Sacred sites are places on the board that must be destroyed by the hero characters to defeat the Trial adversary and win the Trial. On their turn, the Nemesis can place new villain characters on sacred sites. Note that sacred sites are **places**, not **creatures** – heroes don't lose a life if they fail the roll.

THE CENTRE BOARD - HUNTING GROUNDS

You'll use the Hunting Grounds side of the centre board while playing Talisman Nemesis. The other side can be played with standard Talisman 5th Edition as an alternate ending. See **THE CENTRE BOARD - FEY DOMAIN** on page 26 to learn more.

MOVING ON THE CENTRE BOARD

Unlike the Inner Region in Talisman 5th Edition, you do not move 1 space at a time while on the centre board. Instead, move as you would in the Outer and Middle Regions by rolling a die.

A. WALL OF THORNS

When a hero character picks or breaks the lock on the Portal of Power space, they enter the Wall of Thorns space instead of the Plain of Peril.

B. LAIR OF THE BEAST

This is where the adversary begins the game. If a hero character moves onto this space OR the Final Encounter card is drawn from the Adventure deck during the game, the final encounter to decide the fate of the Trial begins. See **TO THE DEATH** ahead for more.

TO THE DEATH

When a hero character moves onto the Lair of the Beast space or when the Final Encounter card is drawn, check to see if all sacred sites have been destroyed. If there are one or more sacred sites remaining, the Nemesis wins! If all have been destroyed, a final encounter ensues! Turn-taking ends, but hero players with spells that can be cast "at any time" can still cast those spells. Immediately do the following:

1. Place the adversary on the Lair of the Beast space.
2. If there is no hero already on the Lair of the Beast space, the hero players decide which hero character will fight the adversary. That character moves to the Lair of the Beast space.

3. The hero character attacks! The attacking hero can choose to attack with strength or craft. Follow the usual steps of encountering a creature. Continue attacking until either the hero or the adversary is defeated.

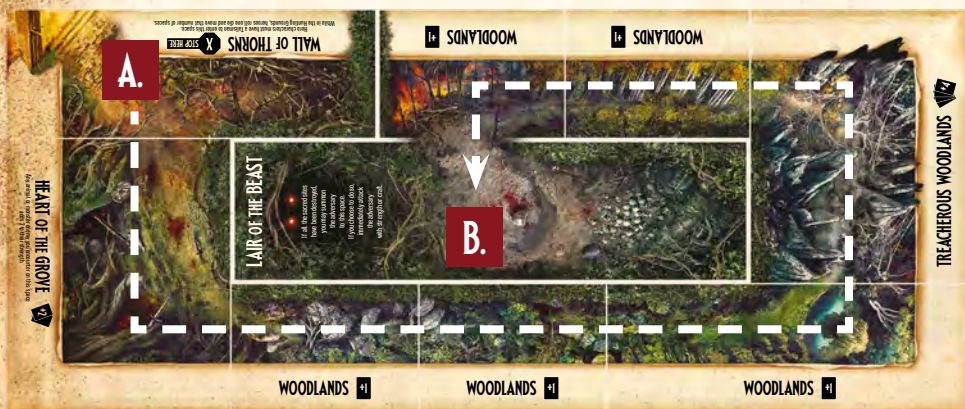
4. If the adversary is defeated, the heroes win!

If the hero is defeated, check to see if the Nemesis's objective for the Trial has been completed (for example, killing three hero characters).

5. If the Nemesis has completed their objective, they win!

If not, the hero players select the next hero to fight the adversary.

This continues until one side meets their objective.



Hero characters must take this path to reach the Lair of the Beast.



BEWARE OF THE BEAST

VILLAIN CHARACTERS

Villain characters are powerful creatures controlled by the Nemesis player. They are both creatures and characters. See the **GLOSSARY** on page 25 for clarification on Talisman game terms. All villain characters in Talisman Nemesis: Call of the Hunt are also classified as 'animals'. The Nemesis card lists the statistics and special abilities for their villain characters; each Trial has unique villain characters.

- Each villain token represents one villain character.
- 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 a hero character were to receive the quest at the Warlock's Cave to take 1 life from another character, they 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.
- Upon defeat, villain character tokens can be taken as trophies and exchanged for either a strength or craft counter, never both. Hero characters choose the attribute they prefer and use only the listed value on the villain character token for the trophy exchange, not any additional strength or craft gained from Action cards.
- If a villain character is on the same space as another villain character and encounters a hero character, the Nemesis chooses if one or more of those villains will fight. If they choose multiple villains, they pick **one** of those villains to be the primary. 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, the Nemesis again chooses if all villains will fight. If yes, they again choose one villain character as the primary. All helping villains add their strength (in battle) or craft (in psychic combat) to the primary villain's attack roll to make a single, combined attack score. Any special abilities of helping villain characters do not apply. If the villains lose, the primary and any helping villains each lose 1 life.

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 ability 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 attacker may pay fate to reroll.
 3. The defender may pay fate to reroll.
 4. 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 is killed. All villain characters have 1 life. Take the villain token as a trophy. (After you exchange that trophy for a counter, return it to the Nemesis!)

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 controlled by the Nemesis player. Spells have no effect on them. Each Trial has a unique adversary that the hero characters must defeat to complete the trial. When a hero character lands on a space with an adversary on it, they must choose to encounter the space or the adversary. Note that adversaries are a type of creature but are not classified as enemies, which are found on certain Adventure cards. See **CREATURES AND ENEMIES** on page 23 of the 5th edition rulebook.

Adversaries are unaffected by board spaces and Adventure cards, except that when they land on a draw card **+1** space, the Nemesis player draws 1 Action card (regardless of the number shown on the space).

ENCOUNTERING AN ADVERSARY

The statistics of the Trial adversary are listed on that Trial's Nemesis card — this is the creature the hero characters need to defeat to complete the Trial. Follow the usual rules of encountering a creature, applying any special abilities listed on the card. In Talisman Nemesis, hero characters can choose to attack adversaries with strength or craft. 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 **OR**
- The villain character **OR**
- The adversary

PLAYING THE NEMESIS

NEMESIS ACTIONS

- Play an Action card from your hand. Then place it in the Action discard pile.
- Move the adversary 1 space without attacking.
- Move a villain character up to 3 spaces without attacking.
- Attack with the adversary or villain character. If you do so, it must be your first action, and no other actions can be taken this turn.
- Place a villain character on a sacred site. If there are no sacred sites left, place a villain character on the space occupied by your adversary. If you do so, it must be your first action, and no other actions can be taken this turn.

NEMESIS HAND LIMIT

If you have 8 Action cards in your hand and draw a 9th, immediately choose one card in your hand to discard.

USING FATE AS THE NEMESIS

The Nemesis player may spend one fate token to reroll a die **once per turn**. They may reroll for the adversary, any villains, or any enemies (including those drawn from the Adventure deck). The Nemesis **cannot** use fate to move up to 6 spaces during movement, as the Nemesis player does not roll to move.

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

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.

MOVEMENT FOR VILLAIN CHARACTERS AND THE ADVERSARY

The Nemesis player doesn't roll to move the creatures they control. Villain characters and the adversary can move between the Outer and Middle Regions through the Sentinel bridge without battling the Sentinel.

Villain characters and the adversary can move between the Middle Region and Hunting Grounds via the Portal of Power without rolling to pick or break the lock.

Choose to move Zero

If the adversary or a villain character is currently on a space containing a hero character, they can choose to take zero for their movement.

ATTACKING WITH VILLAIN CHARACTERS

The Nemesis player can only attack with a villain character if the Trial card or Action card uses the term 'attack'.

Villains Fight Together

If a villain character is on the same space as another villain character and encounters a hero character, the Nemesis chooses if one or more of those villains will fight. If they choose multiple villains, they pick one of those villains to be the primary. 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. Any special abilities of helping villain characters do not apply. If the villains lose, the primary and any helping villains each lose 1 life.

ATTACKING WITH THE ADVERSARY

The Nemesis player can only attack with the adversary if the Trial card or Nemesis Action card uses the term 'attack'. The adversary fights alone. Adversaries never join forces with other creatures. Spells have no effect on the adversary.

TRIAL RUSH

When a Trial Rush card is placed on the board, immediately follow the steps of Trial Rush listed on the Trial card.

After that, treat this card like an enemy. It represents the Trial enemy listed on the Trial card. The Nemesis rolls for this enemy, but it cannot take movement.

OUT OF VILLAIN CHARACTER TOKENS?

If the Nemesis player would place a villain character but all tokens are in play:

- If a hero character is holding onto a villain character token to exchange as a trophy, the Nemesis may take that token to place on the board.
- If no tokens are being held as trophies, the Nemesis cannot place any more villain tokens on the board.

OUT OF ACTION CARDS?

If you run out of Action cards, shuffle the discard pile to create a new draw pile.

**LEARN THE SET UP AND DETAILS OF THE TRIALS AHEAD
ENCOUNTER SPOILERS IF YOU DARE.**

TRIAL 1: TUSK AND FERVOUR

Read the story introduction and learn how to prepare for Trial 1 under **QUICK START** on page 12.

WINNING TRIAL 1

SPOILER ALERT

IF THE HEROES WIN

The squealing keening of the Warlord's brood pierces the air as the great beast staggers and collapses to the ground, chest rattling under the burden of breath. As dark ichor oozes from his wounds and maw, mutilating the lush greenery he rests on, his eyes slowly dim. Green, wisplike energy envelops his form as a low, rumbling voice washes over you, strained by pain. *"A curse upon you. I will have my revenge."* His form shimmers and vanishes, leaving only pitch-black ooze in its wake. The few remaining of his kin that surround you begin to shimmer and fade as well — one boar, gripped by frenzied rage, bellows as it charges you. Before you can react, an arrow sprouts from its throat, killing it instantly. There, across the clearing, stands the Lady of the Hunt, longbow in hand. The sun casts a glow around her form. Her falcon, circling above, lets out a victorious cry. *"Metis, come."* She holds her hand aloft, and the bird answers his mistress's summons. He preens on her wrist. She approaches you, her stern gaze softened by pride. *"I was right in choosing you; you have done well. The Warlord's reign of terror has ended at last. Rest as you need; your next quarry awaits."*

IF THE NEMESIS WINS

The Boar Warlord stands triumphant over your fallen bodies, the stench of his hot breath curling the grass beneath your cold fingers. You're close to death; any moment now, you will pass from this place to the land of spirits. An involuntary shudder runs through you. There was so much left to this life — so much you still longed to achieve. The Lady of the Hunt's voice touches your fading consciousness. *"You were close, true, but not strong enough. I suppose I chose my band of hunters incorrectly, though my instincts have never steered me astray before. Tell me, would-be champions: if you had the chance to try again, would you take it? It is no matter. Go now — Death awaits."*

After you complete Trial 1, you may open box 1 and remove the contents. Inside, you'll find the adversary of your next Trial!

If you're continuing to the next Trial, see **TRIAL 2: KINGBREAKER** on page 20.

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



TRIAL 2: KINGBREAKER

INTRODUCTION

The Lady of the Hunt waves a hand, and the dense brush surrounding you hurriedly parts way, revealing the local tavern where you and your companions first came to after being called to the hunt. *"I believe libations are in order."* Your tired legs give way as you take your seats. The Lady arches a single eyebrow at the tankards before you, and you watch in wonder as they frost and fill to the brim with your usual orders. Steaming serving bowls full of stews and meats line the table where there once was nothing. You all shovel heaping portions onto your plates, ignoring the burns on the roofs of your mouths as you dig in; it's been a long while since you've eaten your fill. The Lady stands before you, aglow with power. Despite her visage, other patrons don't seem to notice you. *"Eat and drink your fill. You have earned every bit of it."* She smiles before turning her gaze to the rolling hills beyond the window. A shadow falls over the room; you feel a bite on the breeze. *"But there is another foe that lurks in the grass. And where the lord of boars was frenzied, vengeful, and passionate, this beast is his opposite: patient, careful, cunning."* She runs a hand over the symbols etched into the longbow at her side. *"If only I could slay the beast myself...curse the vows that bind me. I must rely on you. Be wary, champions — his is a slow, burning venom."* Her head suddenly snaps towards you, eyes blazing. You jerk back in shock as her falcon, Metis, screams and descends upon you with sharp talons extended, mercilessly piercing — something beside your foot? Slowly, you lower your gaze to find a squirming, shrieking lizard clutched in Metis's vice-like grip. A clear substance trickles from the beast's mouth and claws as the falcon casts it aside in distaste and returns to his mistress. She regards the lizard coolly, stroking Metis's head, and jerks her chin at the substance. *"Venom. Take care not to touch it. It seems the Scaled King has made his first move, and so your trial has begun. There is much at stake — but I know you won't disappoint me."* With a turn of her heel, she's gone. The corpse of the lizard twitches once, twice at your feet before growing still. You look at your companions before rising to your feet, plunging once more into danger.

PREPARE FOR YOUR TRIAL

1. If you haven't already done so, open box 1 and remove the contents. There, you'll find the Scaled King figure, the Trial 2 card, the Trial 2 Action cards, a cardboard partsheet, and one Adventure card.
2. If you have not yet set up your play area:
 - Follow the steps of **SET UP TALISMAN NEMESIS** on page 7. During step 9, shuffle the Golden Blade into the Adventure Deck.
3. If you have set up your play area and are continuing from a previous Trial:
 - Remove all cards and components from the board. Keep one Talisman Adventure card to the side. Follow the steps of **SET UP TALISMAN NEMESIS** from step 8 on. During step 9, shuffle the Golden Blade into the Adventure Deck.
 - 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.

ADDITIONAL SET UP

1. After you follow the steps of **SET UP TALISMAN NEMESIS**, take marked tokens equal to the number of hero players. Make sure one of them has an X on it.
2. Shuffle the tokens with the bark side faceup and give one to each hero player. The heroes can look at their tokens and share information with each other, but keep it secret from the Nemesis! One hero must have the marked 'X'.
3. After placing lizard villain characters on the sacred sites, place one lizard villain character on the City and one on the Chapel.



ADDITIONAL RULES

VENOM TOKEN



Hero characters can be afflicted with venom. If they are, they take a venom token and place it on their character card. The Nemesis has Action cards that affect heroes with venom tokens. Each hero can only have one venom token at a time. They can remove a venom token by landing on the City or Village spaces.

OBJECTIVE

For the hero characters: Destroy all sacred sites and defeat the adversary of the Trial, the Scaled King. You won't be able to take a life from the Scaled King until all the sacred sites have been destroyed!

For the Nemesis: Kill the hero character with the X marked token.

WINNING TRIAL 2

SPOILER ALERT

IF THE HEROES WIN

The jaws of the Scaled King go slack as you reel back from your final strike. He trundles towards you but collapses in his pursuit, venom dripping from his maw. Oozing from his wounds is the same green-black ichor that flowed from the Boar Warlord as he died. The damp scent of decay presses in as the ichor burns the surrounding vegetation. Bright, intelligent eyes regard from the already-rotting skull of the lord of lizards. *"You know not what you have wrought."* Despite the shuddering breath that racks his frame, his voice in your mind is calm, a sharp contrast to the Warlord's parting words. *"Balance has been broken. Ah, but you are blinded. By greed, glory — whatever it is that drives you mortal pests to do what you do, take what you take."* His form begins to flicker and shimmer, motes of green light dancing over his scales. As the verdant energy surrounds his body and the Scaled King fades from this world, you feel the hair on the back of your neck raise. A cloud passes over the sun, casting the land in shadow. Then, a cry in the distance — perhaps a frightened villager? No; as the piercing note hangs on the wind, it's unmistakably animal. Another howl rends the air. Then another. Soon, the baying of wolves surrounds you. With growing horror, you realize a cloud hasn't passed over the sun at all — though it's mid-afternoon, the sun has sunk beneath the horizon. A blood-red moon hangs in its place. Every fiber of your being screams at you: run. So you do.

LIZARD VILLAIN CHARACTER TOKEN



The villain character tokens in this Trial are double-sided. One side represents a lizard villain character, while the other side represents the venom token. If all nine tokens are in play, the Nemesis cannot place a venom token until they have an available token to play.

IF THE NEMESIS WINS

You watch in distress as the hero marked for death stumbles to their knees. The veins on their neck pulse a deep green. They look around, helpless, before their body stiffens and crumples. You don't need to check their vitals to know they've passed from this world. Hissing laughter surrounds you — countless minions slither through the tall grass, taunting your failure. The Scaled King's plan to divide and conquer your hunting band has been successful. He'll continue picking you off one at a time. Weakened, bleeding, you brace yourself for the end. You hear the Lady of the Hunt in your mind: *"Curses! So close, so very close. It seems I was wrong in my assessment of you, after all. This wretched beast must be put down — if not by you, by another. I wonder, who shall rise to take your place? Give my regards to Death."* There's an abrupt flash of tooth and claw before you feel the venom course through your veins. The world goes dark.

After you complete Trial 2, you may open box 2 and remove the contents. Inside, you'll find the adversary of your next Trial!

If you're continuing to the next Trial,
see TRIAL 3: THE HUNTER'S MOON on page 22.

If you're done playing for now,
follow the RESTORAGE steps on the back cover.

TRIAL 3: THE HUNTER'S MOON

INTRODUCTION

Branches whip at you, cutting into your face and arms as you sprint through the dense woods, heart pounding. The wolves caterwaul behind you as you flee, tripping on overgrown roots in the dark brush and guiding one another. Night has fallen over the land; you have no idea how much time has passed since you felled the Scaled King, but the sun refuses to rise. The crimson moon casts a dull red glow. As you run, you see a figure through the trees, standing in a clearing. It cools your blood to ice. The Lady of the Hunt stands alone, a band of wolves surrounding her, glowing eyes focused intently on her. Her armour reflects the violent red light, sharpening the shadows of the scene. A massive wolf stands before her, his breath blowing back her plaited hair. She raises a hand and strokes the beast's snout, her smile sharp as a blade. Shock grips you as his tail thumps happily at her touch. *"There we are, Laelaps. Good boy. Thank you for your patience."* In one deft movement, she mounts the beast and rolls her shoulders, stretching. Metis alights her pauldron, nuzzles her cheek. She tilts her head as if listening for something. You plunge deeper through the woods, terror surging through you. This is wrong, all wrong. A lantern in the distance — a small wooden sign — the tavern! You stumble inside the empty establishment and catch your breath. The Lady's voice washes over you. *"I understand your instinct to hide, my champions. I have no ill will towards you — how could I, when you have helped me achieve true order, true power? Ancient vows forbade me from harming my brothers, so as not to disrupt the balance of the natural world. But there are always loopholes for those willing to seek them out. You have done well. Allow me to grant you a merciful death in the new world. You've earned it, truly."* The baying of the wolves grows louder, encircling the tavern. You look to your companions. After all you've been through, going down without a fight isn't an option. You brace yourselves for the task ahead.

PREPARE FOR YOUR TRIAL

1. If you haven't already done so, open box 2 and remove the contents. There, you'll find the Lady of the Hunt figure, the Trial 3 Nemesis card, the Trial 3 Nemesis Action cards, a cardboard partsheet, two Adventure cards, and the Unitoad!
2. If you have not yet set up your play area:
 - Follow the steps of **SET UP TALISMAN NEMESIS** on page 7. During step 9, shuffle the Amulet of the Warrior into the Adventure Deck. Choose one hero character to begin the game with the Amulet of the Wisp. Ignore step 15; you won't be using the Boon deck in this Trial.
3. If you have set up your play area and are continuing from a previous Trial:
 - Remove all cards and components from the board. Keep one Talisman Adventure card to the side. Follow the steps of **SET UP TALISMAN NEMESIS** from step 8 on. During step 9, shuffle the Amulet of the Warrior into the Adventure Deck. Choose one hero character to begin the game with the Amulet of the Wisp. Ignore step 15; you won't be using the Boon deck in this Trial.

- 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.

ADDITIONAL SET UP



After placing wolf villain characters on the sacred sites, place one wolf villain character on the Village, one on the City, and one on the Chapel.

ADDITIONAL RULES

After the Nemesis's Main Turn

Players no longer receive Boon cards; they have fallen out of the Lady's favor.

The Unitoad

If you're transformed into a toad, you can use the Unitoad to represent your character in place of a toad token!

OBJECTIVE

For the hero characters:

Destroy all sacred sites and defeat the adversary of the Trial, the Lady of the Hunt. You won't be able to take a life from the Lady of the Hunt until all the sacred sites have been destroyed!

For the Nemesis:

Kill three hero characters **OR** kill two companions – the Lady of the Hunt has Action cards that allow her to destroy companions. If a hero character dies from an indirect attack (for example, by losing a life in the Desert), that counts towards your number of kills!

WINNING TRIAL 3

SPOILER ALERT

IF THE HEROES WIN

Laelaps, the Lady's mount, rears back with a yelp of pain and stumbles in his attempt to get away from you. Green motes of light dance over his form as he fades from existence; the same as the Boar Warlord and the Scaled King. The Lady of the Hunt fires arrow after arrow at you, cursing angrily in her weakened state as her aim falters. *"I won't be felled like some rabid beast. You think you can defeat me? Just as everything I've desired is within my grasp?"* Dark ichor pours from her wounds, mutilating the bark of a tree she staggers towards to catch her breath. Her falcon launches himself at you – but vanishes in a glimmer of light just as his outstretched talons graze your face. As green energy surrounds the Lady of the Hunt, she screams with rage, a bloodcurdling noise that causes the last of the dying wolves to howl mournfully. Her form flickers. Her last remark is bitter, biting. *"You don't have what it takes."* She turns her head and disappears in a burst of verdant light. You watch in shock as that light spreads, enveloping the dense woodlands in its reach. Each root, leaf, and blade of grass glows blindingly bright, forcing you to shield your gaze. When you open your eyes and blink the spots from your vision, you see that the entire forest – every last vestige – has vanished. The dark woodlands that have plagued this world for years on end: gone. You sit, exhausted. A soft, warm light lines the horizon; the sun, at last, is rising. The Portal of Power glints in the distance, reflecting the pink and orange hues of the sunrise. Beyond it lies the Plain of Peril, and countless other legends and horrors once thought forever lost to the wilderness.

As your companions settle in around you to warm themselves, you consider the winding paths before you. You look once more to the Portal of Power, colossal against the brightening sky. Soon, you'll stand and part ways. After that – well, who knows? .

IF THE NEMESIS WINS

You watch as the beacon of light that has guided you through your journeys flickers and sputters before dying completely. Only the red glow of the moon remains. The Lady of the Hunt raises her chin, a look of contempt crossing her features. Laelaps, her wolf, eyes you hungrily, his red tongue lolling from behind vicious teeth. *"I respect your efforts; it is honorable to die in battle. Of course,"* she says, plucking a bow from her quiver and leveling it at your heart. *"It is more honorable to win."* The last thing you see before you die is her visage, silhouetted in the crimson light. The world goes dark.

WILL YOU RISE AND TRY AGAIN?

AFTER THE TRIALS

If you've finished all three Trials, congratulations! you've completed the game. You can go back and replay any Trial of your choice or reset the game and start from the beginning. See **RESTORING YOUR GAME AFTER TRIAL 3** on the back cover to completely reset the game and return the components to their original boxes and envelopes.

See **WHAT CAN YOU USE IN 5TH EDITION?** to learn which components are compatible with standard play.

WHAT CAN YOU USE IN 5TH EDITION?

There are some components that can be used while playing Talisman 5th Edition, outside of cooperative mode.

HUNTRESS

During character selection, you can select and play the Huntress.

COMPANION CARDS

After following the steps of **SET UP YOUR CHARACTER** on page 10 of Talisman 5th edition, the last player to choose their character looks through the 6 companion cards and chooses one companion to place next to their character card. If a character dies, the companion stays with that character and maintains any abilities unlocked by leveling up. Do not add 1 strength and 1 craft to the character.

BOON CARDS

During set up, remove the Forestall card from the Boon deck. Shuffle the cards to form a facedown deck and place it next to the gameboard. Draw the top 3 Boon cards and place them faceup next to the deck. At the start of each player's turn, they may take one of the faceup cards. After they select their card, they replace the empty spot with a new card. If you ever run out of Boon cards, reshuffle the discard pile to create a new deck.



ADVENTURE CARDS

When you set up your play area, you may shuffle the below cards into your Adventure deck.

- **Amulet of the Warrior** (Magic Object)
- **Amulet of the Wisp** (Magic Object)
- **Golden Blade** (Magic Object – Weapon)
- **Pathway** (Place)
- **Sacred site** (Place)



SPELL CARDS

When you set up your play area, you may shuffle the below cards into your Spell deck.

- **Arcane Mastery**
- **Duplication**
- **Gifted Pupil**
- **Phantom Broker (x2)**
- **Premonition**
- **Pull Strings**
- **Riches**



GLOSSARY

Starred terms indicate game terms new to Talisman Nemesis.

***ACTION CARD** – A type of card used by the Nemesis. When you use an Action card, you may use all the actions listed on it. There are Standard Action cards used in every Trial, as well as Trial-specific Action cards unique to each Trial. See **ON YOUR TURN AS THE NEMESIS** on page 11 for more.

***ADVERSARY** – A type of powerful creature controlled by the Nemesis. There is one adversary for each Trial of Talisman Nemesis. The stats of each adversary can be found on the Trial card. See **ADVERSARIES** on page 17 for more.

***BOON CARD** – A type of card used by the heroes that grants them power-ups. The heroes draw Boon cards after the Nemesis's main turn. See **BOON CARDS** on page 13 for more. Compatible with 5th edition standard play.

***COMPANION CARD** – A type of card used by the heroes that grants them special abilities. Companions pair with characters. Level up your companion by completing the requirement listed for the next level. See **COMPANIONS** on page 13 for more. Compatible with 5th edition standard play.

CREATURE – A creature refers to any encounter on the board that attacks with strength or craft. In Talisman 5th Edition, creatures are specifically classified as non-characters. In Talisman Nemesis, we expand that meaning to include villain characters (but not hero characters).

ENEMY – A type of creature you can find in the Adventure deck. Certain enemies have subtypes such as Dragon, Animal, and Spirit. They are distinct from characters – when you land on a space with a character and an enemy, you choose to encounter one or the other (as in Talisman 5th Edition, you encounter the **SPACE** or the **CHARACTER**).

FATE – A token that allows you to reroll one die **OR** replace your movement roll with a number up to 6. In Talisman Nemesis, the Nemesis and heroes can each spend only one fate per turn. Unlike 5th edition standard play, hero characters can spend fate to land on a space containing another hero character, so long as there are no villain characters on the space. Heroes can always use fate to land on a space with an adversary.

***FEY DOMAIN** – This side of the centre board replaces the Inner Region and can be used in 5th edition standard play as an alternate ending.

***FINAL ENCOUNTER CARD** – A type of card found in the Adventure deck. See **TO THE DEATH** on page 14 to know what happens when this card is drawn. This card cannot be discarded.

***HERO CHARACTER** – A new type of player introduced in Talisman Nemesis. Heroes work together to defeat the Nemesis player. Hero characters are chosen from the pool of character cards in 5th edition, as well as the Huntress.

***HUNTING GROUNDS** – This side of the centre board replaces the Inner Region and is used in Talisman Nemesis: Call of the Hunt. See **THE CENTRE BOARD – HUNTING GROUNDS** on page 14 for more.

***HUNTRESS CHARACTER** – The Huntress is a playable character that hero players can choose at the start of the game. Compatible with 5th edition standard play.

***NEMESIS** – A new type of player introduced in Talisman Nemesis. They're the bad guy, and work to defeat the heroes. They control and roll for the adversary, villain characters, and Trial enemies. See **PLAYING THE NEMESIS** on page 17 for more.

***TRIAL** – There are three Trials in Talisman Nemesis. In each Trial, the hero characters and the Nemesis are each given an objective for winning. See the details of the Trials on pages 19-23.

***TRIAL ENEMY** – Each Trial has an enemy animal. Trial Rush cards represent these enemies. Otherwise, they function as typical enemy cards. The Trial Rush occurs immediately when the card is placed on the board. The Trial enemy has an encounter number of 2.

***TRIAL RUSH** – When a Trial Rush card is drawn and placed from the Adventure deck, a Trial Rush occurs! The mechanics of the Trial Rush vary from Trial to Trial. The details are listed on the Trial card.

***TRIAL CARD** – A type of card containing information for the Nemesis player on where to place sacred sites, as well as the stats and mechanics of the Trial adversary, villain characters, Trial enemies, and Trial Rush.

***VILLAIN CHARACTER** – A powerful type of creature and character. Villain characters are represented by tokens in Talisman Nemesis. See **VILLAINS CHARACTERS** on page 16 for more.

THE CENTRE BOARD - FEY DOMAIN

As you cross over the threshold of the Portal of Power, a sweet spring breeze curls around your feet, playfully ruffling your clothes. A bubbly, giddy sensation overtakes you, producing an involuntary giggle. As you cough away the tickle in your throat, you notice too late that you've stepped into a tidy circle of toadstools: a pixie ring. The world around you has transformed — and this place is unlike any other. Gleaming bubbles float through the air, winking in the dappled light. You hear faint music on the wind, a crooning chorus of dulcet voices. The wilderness that surrounds you is lush and verdant, with accents of shocking colors and textures. A feeling overtakes you: one of familiarity, comfort, home. A welcoming beckon to your soul from this land teeming with beauty and wonder. And yet — something sinister lurks beneath the surface. You didn't get this far in your journey by accident, and your gut is quick to inform you that this place is perilous. Like a blooming rose, this realm's sleek petals conceal vicious thorns, waiting to punish those foolish enough to pluck it.

WHEN TO USE THE FEY DOMAIN

The other side of the centre board features the Fey Domain. This board can be used as an alternate Inner Region when playing standard Talisman 5th Edition.

MOVEMENT IN THE FEY DOMAIN

If you're in the Fey Domain, move one space per turn.

ENCOUNTERING ANOTHER CHARACTER IN THE FEY DOMAIN

You may encounter a character only while on the Pixie Ring, Valley of Thistle, or Crown of Command spaces. Follow the rules of encountering other characters as described in **ENCOUNTERING ANOTHER CHARACTER** on page 18 of your Talisman 5th Edition rulebook.

ENCOUNTERING A SPACE IN THE FEY DOMAIN

You must encounter a space you land on in the Fey Domain unless you are turning back or encountering another character on the allowed spaces. You may never evade a creature in the Fey Domain (only other characters). Spells have no effect on Fey Domain creatures.

FEY DOMAIN BOARD SPACES

PIXIE RING

The toadstools seem to giggle in delight at your unexpected foray into the Fey Domain.

When you land on this space, immediately stop your movement. Whilst in the Fey Domain, you may only move one space per turn.



MEADOW OF LONGING

Long, swaying grasses hiss and sigh as you move through them. Watch your step — the lonely weeds are eager to drag you down into loamy soil.

1. Roll three dice and total them.
2. Subtract your strength from that total.
3. Find the Meadow of Longing exit that matches that number, as listed on the space, and move there.

If your roll results in you staying on the Meadow of Longing space, you may move forward on your next turn.

SIREN'S GROTTO

The stunning visage of these mercurial fey is nothing compared to their heart-rending song. Unbidding tears spring to your eyes as you draw near, unable to resist.

1. Roll three dice and total them.
2. Subtract your craft from that total.
3. Find the Siren's Grotto exit that matches that number, as listed on the space, and move there.

If your roll results in you staying on the Siren's Grotto space, you may move forward on your next turn.

BASILISK'S HOLLOW

The petrified remains of a battleworn knight stand before you. The rusted reflection of his blade reveals slitted, glowing eyes peering from the dark.

Roll two dice and total them. On a roll of 2 or 3, you are turned to stone. Instead of following the updated rules for death in Talisman 5th Edition, follow the Alternate Rules for Fatality on page 29 of your 5th edition rulebook.

FEY COURT

You happen upon a mouthwatering feast: luxurious jams, buttery pastries, ambrosias, wines, and cheeses galore. As the aromas mingle on the air, you are overcome with insatiable hunger. Fill up your plate — there's plenty to go around.

Roll two dice and total them. On a roll of 2 or 3, you are bewitched by the fey and cursed with unending appetite. On your next turn, roll one die to try to break your curse. On a roll result of 6, your curse is broken.

VALLEY OF THISTLE

Vivid, impossibly tall and bristling stalks of thistle and bramble surround this narrow path. You hear nothing but the sound of your own footsteps.

You must have a Talisman to enter the Valley of Thistle space. The Crown of Command can only be reached from this space.

CROWN OF COMMAND

Cruel laughter and taunting whispers wreath the boughs and brush of the surrounding woods as the fey gather to witness your doom. The dragon tilts her head to the side as she takes you in, wild mirth in her gaze. The crown waits behind her, emanating pure power.

The final space of the Fey Domain reveals its deep-rooted connection to your original realm: the Crown of Command resides here, bathed in unnatural light. The first player to reach the Crown of Command and defeat the fey dragon wins. You can only reach the Crown of Command from the Valley of Thistle space, which you can only enter if you have a Talisman. If you do not have a Talisman, you must turn back. A fey dragon slinks about the Crown of Command, guarding it from those who seek its power.

You must defeat the dragon to obtain the Crown. The dragon has a strength of 10 and a craft of 10. The fickle dragon allows its adversaries to choose the contest of their choice: battle or psychic combat. Remember, you can't use spells against any creature in the Fey Domain, including the fey dragon.

Additionally, the fey dragon has one fate token per game. On the first contested roll she loses, she uses her fate to reroll her die. Once used, flip the fate token to the dark side to show it's been spent. Any player can spend one fate token on their turn to flip the fey dragon's spent fate token back to the light side, allowing her to use it on a future failed roll.

If you are defeated, lose 1 life. On your next turn, you must confront the dragon again or turn back.

If it's a tie, don't lose a life but remain on this space. On your next turn, you must confront the dragon again or turn back.

If you defeat the dragon, you obtain the Crown and win the game!

RESTORAGE

RESTORING YOUR GAME BETWEEN TRIALS

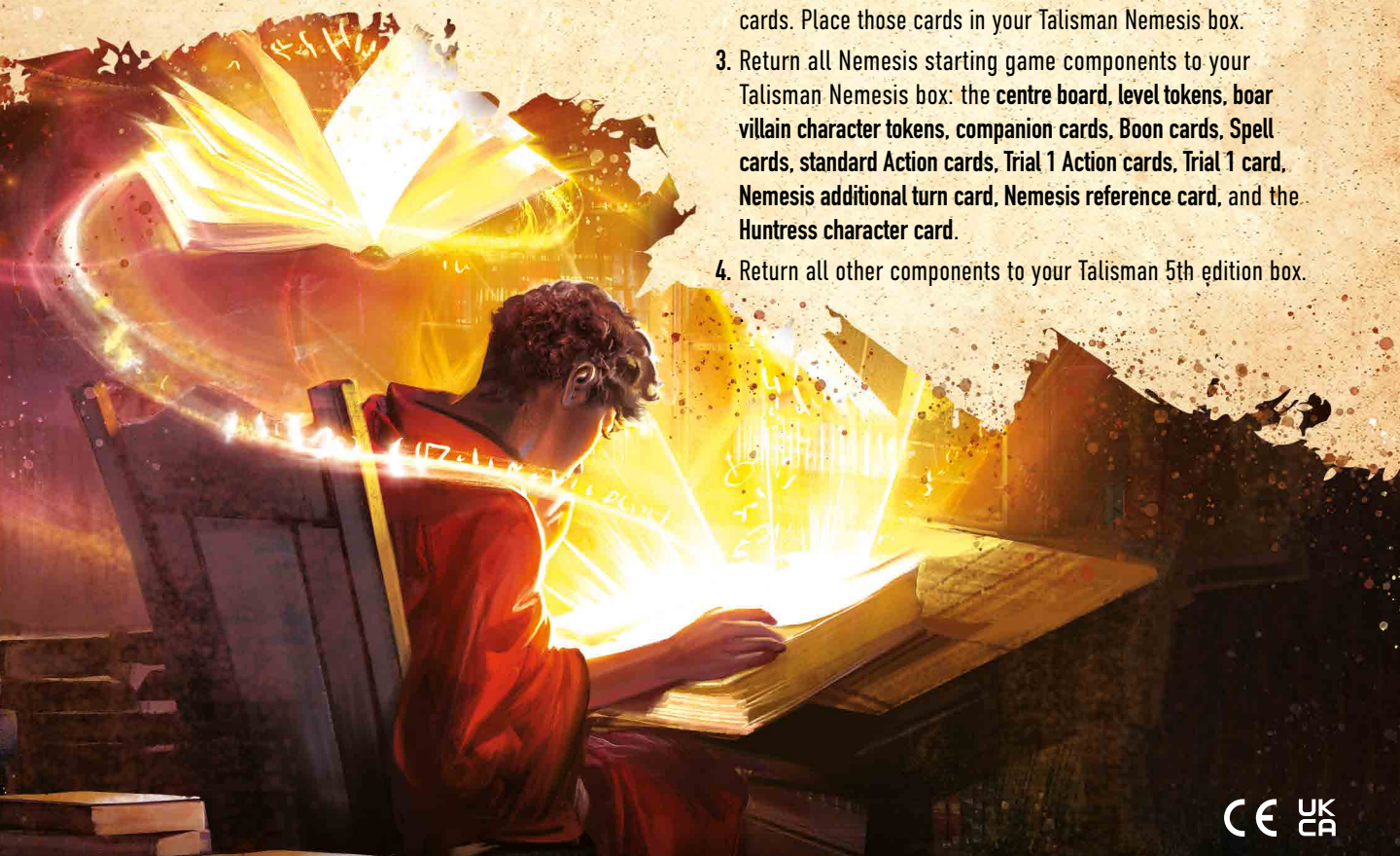
Follow these steps to restore your game between Trials.

1. Remove all Nemesis cards from the board — they're marked with the letters **TNCOTH** and a leaf icon, unlike the Talisman 5th edition cards. Place those cards in your Talisman Nemesis box.
 - Include any mystery cards you've uncovered from completing Trials! You'll shuffle them into the appropriate decks the next time you play Nemesis.
2. If you've unlocked figures and other materials by completing Trials, return those components to their respective boxes for safekeeping.
3. Return all other components to your Talisman 5th edition box.

RESTORING YOUR GAME AFTER TRIAL 3

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 2: Lady of the Hunt figure; Unitoad figure; wolf villain character tokens; Trial 3 card; Trial 3 Action cards; Amulet of the Warrior Adventure card; Amulet of the Wisp Adventure card
Box 1: Scaled King figure; lizard villain character tokens; marked tokens; Trial 2 card; Trial 2 Action cards; Golden Blade Adventure card
2. Remove all remaining Nemesis cards from the board, Adventure deck and Spell deck — they're marked with the letters **TNCOTH** and a leaf icon, unlike the Talisman 5th edition cards. Place those cards in your Talisman Nemesis box.
3. Return all Nemesis starting game components to your Talisman Nemesis box: the **centre board**, **level tokens**, **boar villain character tokens**, **companion cards**, **Boon cards**, **Spell cards**, **standard Action cards**, **Trial 1 Action cards**, **Trial 1 card**, **Nemesis additional turn card**, **Nemesis reference card**, and the **Huntress character card**.
4. Return all other components to your Talisman 5th edition box.



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