

How to change game board

Archipelago

- To:** When you end up on the **Wharf** space in the City you may purchase a Ship and some Hirelings to follow you. As your next move you may sail out into the Archipelago.
- From:** Sail into the **Wharf** hexagon. As your next move you may start to walk in the City as a normal move from the Wharf space.
- Info:** Purchase Ship and Hirelings before you leave the Wharf space.
Followers stay behind (Discard) on a roll of 1 on 1D.
When losing a life a follower may be discarded instead.
Move up to as many hexes as the ship allows.
In combat add the ships Strength to yours.
Evade enemy ships on a higher roll of 1D plus Ship's speed.

Atlantis

- To:** You must find Atlantis on the **Archipelago** board. To enter Atlantis you must own a Talisman and have found the 4 pieces of the map. If you have these items and are standing on the Atlantis space you may move to the **Entrance** space on the Atlantis board.
- From:** When you end up on the **Entrance** space you may as your next move go to the Atlantis space on the Archipelago board.
- Info:** Hirelings do not follow you into Atlantis. Followers do.

Black Tower

- To:** 1) Via an **Adventure** card or a **Spell** card.
2) When someone **leaves** the Black Tower, if you end up at that space as your next move you may enter the Black Tower.
3) Pay 2 gold to the **Hermit**, the **Street Sage**, the **Oracle** or the **Student of the Wizard** and they will give you a hint of where the Black Tower will appear. In your next move the Black Tower will appear in the space you land on. It will be there for one round allowing others who get to the same space to enter the Black Tower.
- From:** Land on any **Exit** space and choose to leave.
- Info:** Move only anti-clockwise.
Leave any Horse, Cart, Elephant, Camel, etc when entering.
Any spells used in the Black Tower is put in the spell book at the Magician in the tower.

Black's Tavern

- To:** End your move on the **Tavern** space on the main board. As your next move you may enter Black's Tavern.
- From:** When your turn starts you announce that you are leaving Black's Tavern and roll the die for movement. Step 1 is the Tavern space on the main board..
- Info:** Leave horses and other animals outside, although they are yours and cannot be taken by any player.
When entering, roll a die and draw that many patrons unless there are already patrons in the Tavern.
When the last player exits the tavern, discard the patrons
Go where you wish each turn.
At the end of each turn roll a die. On a roll of 1 draw a Tavern Event card.
House special costs 1 gold (use table). A Mystic Brew costs 2 gold.

Castle

- To:** When you end up on the **Castle** space on the main board you may as your next move enter the Castle to the Courtyard space.
- From:** When you are standing in the **Courtyard** space you may move to the Castle space on the main board.

Info: The normal Castle space now reads “Draw an Adventure card unless there is already one here.”
Royal Hall may only be visited once per visit in the Castle.
Each building holds a quest. A player may only have one active quest. When a quest is active or solved, no other player may get that quest. When a player has solved a quest he can not get any more quest.

City

To: The **City** space on the main board is the same area as the **City Gate** space on the City board. To enter the City your move must exactly end on the City/City Gate space. Remember that it's easy to be illegal in the city.

From: Just continue your move out through the **City Gate** space on to the main board. If you have a Warrant you must first fight the Law (Strength 7) on the City Gates or be thrown into the Donjon. You can also pay 2 gold at the Wharf to be taken to any space in the Outer Region, or 4 gold for any space in the Middle Region.

Info: You may move into any location and end your move there provided you can reach it.
There are 4 master characters that can be sought out. High Mage, King's Champion, Master Thief and Sheriff.
You are illegal in the City if you do combat, use offensive special ability, trade, cast spells, plunder, steal, are non-humanoid and evil, have no money, gave a Warrant and more.
If you are illegal you must draw a City card at the end of your turn and ignore all but Event-Law which you must fight. If you lose you are taken to the Donjon.

Desert

To: The **Oasis** space on the main board is the same as the Oasis space on the Desert board. To enter the Desert board you have to start your move from the Oasis space on the Main Board.

From: You must end your move on the **Oasis** space. Move your playing piece to the Oasis space on the Main board as they are the same space. Continue on the main board in your next move.

Info: The temple is considered an inner region. Movement is only one space per turn
You may need water point tokens. Use Water point. Rules from the Harem expansion instead.
When you are instructed to lose a water point and can't you lose a life instead.

Diablo

To: Pass through the **Mausoleum** card (Adventure) with a roll of 2D less than your strength or visit the **Graveyard** and roll 2D less than your craft.

From: End up in room nr 6.

Info: Enemy-Diablo have Combat Score. Add both your Strength and Craft to your roll in battle. Enemies may not be kept for Strength or Craft trade.
When drawing an Artifact, draw Artifact Powers to enhance the object.

Dungeon

To: Pass through a **Dungeon Doorway**. This is an adventure card from the main board. There will always be a permanent Dungeon Doorway card on the main board.

From: At the **end** of the Dungeon you may exit the dungeon to a randomly determined space. You may also (once only) turn around and walk back to the **entrance space** and exit to the same space as you entered through.

Info: You must leave Horse, Horse and cart, Warhorse, Camel, etc when entering the Dungeon.
You must move towards the center. If you are defeated in combat you must move backwards towards the entrance as your next move. You may once announce that you are fleeing and only move backwards from that time. When you reach the entrance you must exit the Dungeon to the same space as you entered through.

Faerieland

To: When you end your move on the following spaces on the main board you must roll a die to see if you are transported to the Faerieland. **Woods** (5-6), **Forest** (6), **Cursed Glade** (4-6).

From: If you end your move in a space with a **number** in a circle you may roll 2 dice. If you roll the number or higher you may leave. Where you end up is determined randomly.

Info: Each time you visit you must choose whether to move clockwise or anti-clockwise and so until instructed to change direction.
You must discard all your Flower Counters when you leave Faerieland unless you go to the Troll Mountains.

Far Outer Region

To: This region counts as an extension the main board. You may freely pass anywhere there is an arrow indicating a pass way.

From: See above.

Harem

To: If you end up on the **Oasis** space on the main board you may as your next move go to the **Central Oasis** space on the Harem board.

From: If you end up on the **Central Oasis** space on the Harem board you may as your next move go to the Oasis space on the main board.

Info: You get 4 water points when entering the Harem on the Central Oasis space. You get 2 water points for each water bottle.

When you are instructed to lose a water point and can't you lose a life instead.

Concubines are considered followers. Your Harem is made up of your Concubines.

Hell

To: Visit the **Mystic** in the Village and pay 5 gold or 1 Magic Object or the **Enchantress** in the City and pay 1 life. They will immediately transport you to the Purgatory space in Hell.

From: You must move to **Nessus**, 9th level of hell. Once there you may pay 1 Sin point to go to your starting space or try your luck and randomly determine where you exit.

Info: You may get Sin Points when entering Hell.

You need a Sin point to be able to move up or down a level, unless you are leaving Purgatory.

You get 1 Sin point each time you defeat a Devil (not Demon).

A Devil's Strength or Craft is increased with the level you encounter it, up to its Max.

Mountain Pass

To: If you are in the **Forest** space or the **Crags** roll "Lose a turn" you end up on the Mountain Pass board. Find the matching starting space.

From: Walk all the way through the Mountain Pass and when you exit you end up on the other side of the main board. If you entered through the Forest you will exit in the Crags, and vice versa.

Info: If you complete a move through the Mountain Pass and land exactly on the Crags space you gain a Strength or a Craft if you land in the Forest space.

You cannot change direction of movement.

Gemstones do not occupy an Object space.

Paranoia

To: From the **Ruins** space on the main board or through the cards **Dungeon Doorway, Cave, Magic Portal, Secret Door, Tomb, Secret Passage** (Dungeon), **Cave of Bones** (Dungeon), **Great Portal** (Dungeon).

From: Through the **Main Exit**.

Info: Characters that start in this expansion are called Citizens, all others are Invaders.

Invaders may become Citizens by applying at the Internal Security or Sector NCG. They receive a Red Security Level.

Movement must stop at the 7 major locations.

Corridor checkpoints may not be passed by Invaders or Citizens with 10 or more Treason Points.

Treason points are given for illegal objects, combat and spell casting.
Troubleshooter missions may increase your Security Level.

Pyramid of Kulkencamun

- To:** End your move on the **Oasis** space on the main board. If no other player is in the Pyramid you may immediately move to the Start space in the Pyramid.
- From:** Move all the way into the **Pharao's Tomb**, escape or have some bad(?) luck. However you leave the Pyramid you always end up on the Oasis space on the main board. You cannot enter the Pyramid until you reach the Oasis space another time.
- Info:** You move one space at a turn. Draw a room tile and place on the board. If there is a number, draw that many Pyramid cards.
There are 3 types of cars, encounter them in this order: Traps, Enemies, Items and Followers.

Realm Of Chaos

- To:** The **Ruins** space on the main board is directly connected to the Troll Country. You may continue any movement out on the Realm of Chaos board. But you must have a Talisman to be able enter the board.
- From:** Continue your move from the **Troll Country** out to the Ruins space on the main board.
- Info:** Chaos Gifts and Marks of Chaos are considered Chaos Rewards. They cannot be refused, dropped or Traded away. Neither can they be stolen, sold or turned into gold.
If you have no Patron Chaos God you may choose one at will.

Realm Of Cthulhu

- To:** Through cards that may appear on the **main board, City, Dungeon** and **Timescape**.
- From:** When you navigate wrong and end up somewhere else. Or when you reach the Altar and becomes "enlightened".
- Info:** When entering you get a number of Sanity (SAN) Counters equal to your unmodified Craft.
When you kill an Enemy you gain 1 SAN.
If you ever reach 0 SAN you must draw a Sanity Card and return to your starting location.
Sanity Cards can be removed for the cost of 5 gold at any place where you can get healed by someone.

Sea Realm

- To:** When you end your move on the **Castle** space on the main board you may as your next move go to the Shell Gate space on the Sea Realms board. From the **Wharf** space in the City you may pay 2 gold to be transported to any land space on the Sea Realms board (Shell Gate, East Beach, West Beach or Giant's Island).
- From:** When you end up on the **Shell Gate** space you may as your next move go to the Castle space on the main board.
- Info:** Movement is used with a 6 sided die showing the values 1, 1, 2, 2, 3, 4. (Use a normal die but treat 5 as 1 and 6 as 2.)
Horse, mules, camels, etc do not follow you to the Sea Realm. You may put them in the Royal Stable for the cost of 1 gold each and no one may take them from you.
If you do not have an Airbag you will lose a life or a (non-sea) follower on all underwater spaces.
Sea-creature followers need a water bottle outside the Sea Realm board.
Water bottles and Airbags may be purchased on the Shell Gate and City Gate spaces.
Currency in Sea Realms is not gold, they use Pearls instead. You may exchange gold for pearls and vice versa at the Trade Market in Neptune's City.

Sewers

- To:** The easiest way is to end your move on a **City** space with a manhole counter. Climb down the manhole and consult the table in the rule to see where you end up in the Sewers.
- From:** The easiest way is to end your move on a **Sewer** space with a manhole counter. Climb up the manhole and consult the table in the rule to see where you end up in the City.

Info: All objects dropped in the City or in the Sewers are washed out the Sewage Exhaust where they may be picked up.
If you acquire Stench Markers you may lose followers and receive a deduction your combat rolls.
Stench Markers are removed when you cross waters outside the Sewers.

Sherwood Forest

To: On the main board you may walk through the **Forest** space (no need to end your move there) to the Forest Gate space, where you must stop your move, on the Sherwood Forest board.

From: You may walk straight through the **Forest Gate** and continue your move on the Forest space on the main board.

Info: Movement is halved, round upwards, except for the Deep Woods where you move 1 space per turn.

Space Hulk

To: If you end up on an empty space in the **Outer, Middle** or **Far Outer** region you may search for the Space Hulk. If you roll a 1 on a die you have found it, Put the Space Hulk card on this space. It will remain here forever and any player who ends the move in this space may enter the Space Hulk.

From: Move through the board and out through the **Exit**. You will exit to the same space as you entered through, the one with the Space Hulk card.

Info: Movement is used with a 6 sided die showing the values 1, 1, 2, 2, 3, 4. (Use a normal die but treat 5 as 1 and 6 as 2.) It costs one extra movement point to pass a door.
Stop your movement when you reach a room.

Talisman Island

To: End your move on the **Tavern** space on the main board. As your next move you may visit the Chandler's to purchase equipment and then move to the Dock space.

From: When you reach **Halfway point** you may teleport yourself back to your starting space. When you reach the **Crystal Cave** you are rewarded with a Talisman and may move to any space in the Outer and Middle region on the main board.

Info: All ships start with 6 Ship points. During combat at sea the ship takes damage instead of the character. If a ship is sunk you are taken to Halfway Island and must use the teleport option.
Movement is halved, round upwards.
On Halfway Island you may rest and repair your ship or teleport back to your starting point (but with no objects and followers).

Timescape

To: 1) Through a **Warp Gate** spell.
2) Pull the **Horrible Black Void** as end card.
3) Visit the **Mystic** (Village) or the **Enchantress** (City) and roll less than your Craft+Strength.
4) Visit the **Warlock** (main board) and pay him what he wants.

From: When you reach the **Vortex** you randomly determine where you exit.

Info: Cards are never placed on the board. They can only affect the player who drew them and characters can never encounter each other.
Spells and Magic Objects can only be used against Adventure cards, not Timescape cards.

Tournament

To: When someone rolls the **Call to Tournament** adventure card you are automatically transported to the Tournament whenever you are on a region connected to the main board. You may also visit the **Castle** space on the main board and roll a die. On a 6 the Tournament starts.

From: When the tournament is over everybody is transported to their starting space.

Info: There can only be one Tournament during a game session. Ignore all other Call to Tournament cards.
A Tournament lasts for 20 turns.

Troll Mountains

To: When you end your move on the **Goblin Mountains** space on the Faerieland board you may as your next move go to the Cave Entrance space.

From: When you reach the **Escape Routes** space you randomly see where you exit.

Info: This expansion is a part of the Faerieland. Everything that affects the Faerieland may also affect Troll Mountains. You may keep your Flower Counters when visiting the Troll Mountains. Movement is special. If you roll 1-4 you move that many steps. If you roll a 5 you may not move and must encounter your current space. On a 6 you go to the Troll Treasure Hall.

Village

To: End your move on the **Village** space on the main board. As your next move you may enter the Village.

From: Continue to walk out to the Village space on the main board.

Info: You draw City cards in the Village but you do not need to draw a card if you are illegal.

Warlock's Maze

To: When you end your move on the **Warlock's Cave** space on the main board you may either use the normal rules and receive a Quest or try to directly find a Talisman by entering the Warlock's Maze.

From: Find one of the three **end rooms**.

Info: When entering shuffle the 16 tiles and put them face down. Remove 4 of these and put the other 12 on the board. They are revealed once entered.

You move one space each turn. If the tile is face down, turn it up and orient it any way you want.

A few more items of importance

Transformation

Whenever you are turned to a toad you may actually have been transformed to something else. Draw a *Transformation cards* and follow the instructions of that card.

Disasters

When you draw a Disaster card, look in the rules for the placement of the card. If there are Characters in that space they are not affected by the disaster until they return to the space.

Contracts

In the City you may find the *Guild of Contractors* through City cards. This is a place where you can earn money but also get obligations. Draw a Contract card.

Talismans

Whenever you get a Talisman you cannot be sure it's a genuine one, or even a whole one. New *Talisman* cards have been mixed into the Talisman card pile. Draw a card from this pile to see what kind of Talisman you have acquired.