

Points

Player:

Talisman

- "Winning" the game (15)
- Reach the *Crown Of Command* (5)
- Fulfilled a *Warlock's Cave* quest (5)

Archipelago

- Enter the board (2)
- Find a *Special Location* (1)
- Become *Pirate Captain* or *Royal Ambassador* (1)

Atlantis

- Enter the board (5)
- Find *Temple of Poseidon* (1)
- Become *High Priest* (2)

Black Tower

- Enter the board (3)
- Get at least 1 *Treasure* card (1)

Black's Tavern

- Enter the board (1)
- Drink a *Mystic Brew* (1)

Castle

- Enter the board (2)
- Succeed with a *Quest* (3)

City

- Enter the board (2)
- Become a *Master Character* (3)
- End up in *The Donjon* (1)
- Give someone a *Warrant* (1)

Contracts

- Get a *Contract* (2)

Desert

- Enter the board (2)
- Enter the temple (1)
- Become *Pharaoh* (2)
- Reach *The Room of Prophecy* (2)
- Get hold of a *Holy Relic* (1)

Diablo

- Enter the board (3)
- Find an object with *Artifact Power* (1)

Dungeon

- Enter the board (2)
- Reach the *Treasure Chamber* (1)

Faerieland

- Enter the board (2)
- Own 5 or more *Flower Counters* (1)

Far Outer Region

- Enter the board (1)

Harem

- Enter the board (2)
- Have a harem of at least 4 *Concubines* (2)

Hell

- Enter the board (3)
- Killed a *Devil* (1)
- Having 4 or more *Sin Points* (2)

Mountain Pass

- Enter the board (2)
- Get a *gemstone* (1)

Paranoia

- Enter the board (2)
- Becoming a *Citizen* (1)
- Completing a *mission* (3)
- Getting *Security Level Blue* (4)

Pyramid of Kulkencamun

- Enter the board (2)
- Reach *Pharaoh's Tomb* (1)

Realm Of Chaos

- Enter the board (3)
- Become a *Champion of Chaos* (2)
- Become a *Demon Prince* (3)

Realm Of Cthulhu

- Enter the *Dreamquest* board (3)
- Enter the *Mountain of Madness* board (2)
- Reaching the *Altar of Cthulhu* (1)
- Going *Insane* (2)

Sea Realm

- Enter the board (2)

Sewer

- Enter the board (2)
- Get a *Stench Marker* (1)

Sherwood Forest

- Enter the board (1)
- Become one of *Robin Hood's merry men* (3)
- Meet *Robin Hood* [card] (5)

Space Hulk

- Enter the board (2)
- Kill *The Hive Queen* (3)
- Exit the board through the *Exit* (1)

Talisman Island

- Enter the board (2)
- Reach the island. (1)
- Get a *Talisman* in the *Crystal Cave* (1)

Timescape

- Enter the board (3)
- Reach *Vortex* (1)
- Win a battle against the *Warp Demon* (2)

Tournament

- Enter the board (1)
- Become *Tournament Champion* (5)
- Reach at least level 5 in any *Event* (3)

Troll Mountains

- Enter the board (3)
- Entering the *Treasure Hall* (1)

Village

- Enter the board (2)

Warlock's Maze

- Enter the board (2)
- Reach the *Treasure Chamber* (3)

Additional

- Your personal *Strength* is at least 5 more than your *Starting Strength* (2)
 - Your personal *Craft* is at least 5 more than your *Starting Craft* (2)
 - You have killed a *Dragon* (3)
 - You have acquired a whole, real *Talisman*. (2)
- Each time you become a *Toad* (or another *Transformed animal*) (1) □□□□□□□□□□□□
- Each time you kill another character (2) □□□□□□□□□□□□